FARFISA®

GENERAL MIDI

TK 89

USER'S MANUAL

(Guarantee card included)

INDEX

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1. TECHNICAL CARACTERISTICS

KEYBOARD: 61 professional keys (C-C) touch sensitive (DYNAMICS)

TOUCH: immediate exclusion and restoration of sensitivity to touch (DYNAMICS)

POLYPHONY: maximum 64 notes

DISPLAY: 80 x 40 mm LCD - backlit

4 luminous CONDUCTORS

BASIC SOUNDS: 216 polyphonic tones

MIXED SOUNDS: thousands of combinations of sounds

EQUALISER: 4 equalization levels

TRANSPOSER: range +/− 12 semitones

PIANO: immediate selection of the piano tone

SYNTH SECTION: 16 SYNTH sounds editable with Personal Computer

SOUNDS FOR ACCOMPANIMENT: 216 polyphonic tones

EFFETTI: 8 CHORUSES, 8 REVERBS and SUSTAIN

ECHO: effect for microphone input

STYLES: 125 rhythms with 4 ORIENTAL, 8 PIANIST, 25 SONG STYLES

Controls: START/STOP, DOWN BEAT, TEMPO +/−, KEY START/FILL IN, BREAK, INTRO, ENDING, FADE

METRONOME: with immediate control

MANUAL DRUM: 8 rhythm percussion groups on keyboard.

SEQUENCER: REC and PLAY to record and listen. SAVE to save on USB FLASH DRIVE (not included)

MIDI FILE MEMORY: to load and reproduce midi file backing tracks from USB FLASH DRIVES

KARAOKE SCREEN INTERFACE: to view the texts of the songs, folders and files of the USB FLASH DRIVE on a TV SCREEN (not included) – reads the main LYRIC / KAR formats

AUTOMATIC ACCOMPANIMENT: Free Chord, Easy Chord, Arranger A and B, LARGE

FUNCTIONS: Arranger On/Off, Split 19/24, Ground On/Off, Chord Memory On/Off, Medley Song On/Off, MIDI IN On/Off, Portamento, 5 Touch levels, Midi Melody On/Off channel 4, Info TV On/Off, Delete file, Setting colours on TV

General control: ON/OFF, Master Volume, Microphone volume, Select, Easy Play, Style, Song, Sund, USB, Dual, Touch, Section volumes, Split/Full keyb., Play/Pause, Up, Down, Back, Bending, Modulation

DEMO: Demonstrative song

SONGS: 100 pre-recorded musical songs with Medley Song On/Off

MAESTRO: 5 learning levels (LESSONS)

DICTIONARY: Chord glossary on display

PROGRAMS: 40 programs for setting keyboard, 10 of which are programmable

AMPLIFICATION: 5 + 5 watt stereo (RMS) - Two high-efficiency Ø 100 mm loud speakers

POWER SUPPLY: 8 x 1.5 Volt IEC R14/C batteries
AC/DC adapter: Vdc= 12 V / I = 2.25

VIDEO OUT: Socket for connecting a TV – PAL system, COMPOSITE VIDEO output signal

LINE AUDIO OUT L / R: RCA sockets for external audio connections

USB TO DEVICE: Socket for connecting a USB FLASH DRIVE

USB TO HOST: Connection to a computer for data reception and transmission

PEDAL SWITCH: Socket for sustain pedal

INPUT DC 12V: Socket for connecting mains adapter

PHONES/AUX-OUT: Socket for headphones and external amplification

MIKE: Socket to connect microphone

LEVEL: Volume regulation of microphone

DIMENSIONS: (945 x 360 x 125) mm

WEIGHT: 6 Kg

$C \in$

2. INTRODUCTION

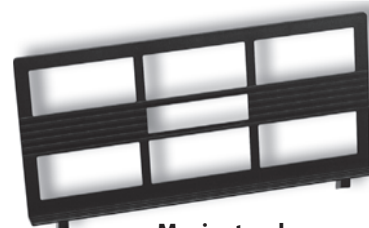## The package contains:

Keyboard TK 89

Microphone

Music stand

Number strip

Adaptor ADS 1223

VIDEO cable for connection to TV
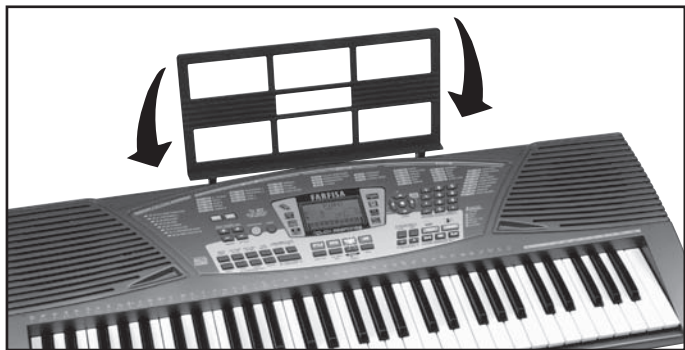
USB connecting cable to a PC

User's manual

Music book

Music-stand

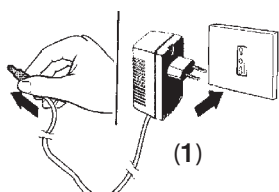Insert the music-stand in the special holes located on the backside of the keyboard.

Power supply

This electronic keyboard can function with **mains** or **battery**.

Mains supply

The instrument can be supplied by the AC/DC "ADS 1223" (Vdc =12V / I = 2,25A) positive central adapter conforms to national and international safety regulations covering electrical appliances.

RECOMMENDATIONS: The socket (1) for the adapter plug must be easily accessible. Inserting the plug into the socket at the back of the instrument automatically cuts off supply from the batteries. Ensure that the adapter is sufficiently ventilated and that the ventilation slits are not covered with objects such as newpapers, tablecloths, curtains, etc. Do not expose the adapter to drops or splashes of water.

WARNING: All batteries or transformers with safety insulation must be checked regularly for faults in cable, wire, or plug insulation or other parts.

Battery supply

This instrument works with **8 x 1.5V IEC R14/C batteries** (not supplied) which are inserted in the housing at the bottom.

To open press on the part of the lid marked OPEN. Fit the batteries as shown at the bottom of the housing.
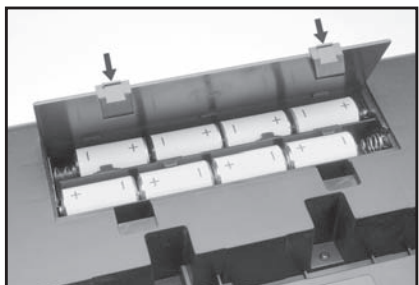
Using rechargeable batteries (1,2V) does not guarantee the best contrast level on the display.

ADVICE ON USING THE BATTERIES

- Take worn batteries out.
- Recharge only "rechargeable" batteries and always in the presence of an adult.
- Avoid using batteries of different types at the same time.
- Do not use combinations of new and worn batteries.
- Do not shortcircuit the power supply terminals.
- Do not expose the batteries to heat sources.

INSTRUMENT IDENTIFICATION

Always quote the serial number on the bottom of the keyboard in any correspondence.

BONTEMPI S.p.A.	MODEL **TK 89** SR CE
VIALE DON BOSCO, 35 62018 POTENZA PICENA (MC) ITALY	RATING **12V ⎓ 14W**
	SER. N°. G2858001
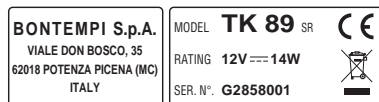
WASTE DISPOSAL STANDARDS

For information regarding the disposal of the items mentioned here below, please refer to Council Administration office regarding specialised waste collection centres.

1. DISPOSAL OF BATTERIES
Protect the environment by disposing of batteries in the special containers provided for this use.

2. PACKAGING DISPOSAL

Take the paper, cardboard and corrugated board to the appropriate waste collection centres. Plastic material must be placed in the relevant collection containers.

The symbols indicating the various types of plastic are:

01 PET   02 PE   03 PVC   05 PP   06 PS   07 O

Key for the different types of plastic materials:
PET= Polyethylene terephtalate • **PE**= Polyethylene, code 02 for PE-HD, 04 for PE-LD • **PVC**=Polyvinyl chloride • **PP**= Polypropylene
PS= Polystyrene, Polystyrene foam • **O**= Other polymers (ABS, Laminates, etc.)

3. WASTE DISPOSAL OF USED ELECTRICAL AND ELECTRONIC APPLIANCES
All articles displaying this symbol on the body, packaging or instruction manual of same, must not be thrown away into normal disposal bins but brought to specialised waste disposal centres.
Here, the various materials will be divided by characteristics and recycled, thus making an important contribution to environmental protection.

Microphone

Connecting microphone

At the front of the TK 89 there is a **MIKE** socket for connecting the dynamic microphone (included) (impedance 600 Ohm).

Microphone volume

Adjust the volume turning the **LEVEL** knob on the back of the keyboard, near the jacks.

N.B.: An excessive volume increase could cause anomalous sounds.

Optional accessories

Metal legs	**Keyboard bench**	**Dustcover for top of keyboard**
	SM 420	CV 149/A
	Adaptor	**Zip-up carry bag**
LE 127	ADS 1223	BA 239/A
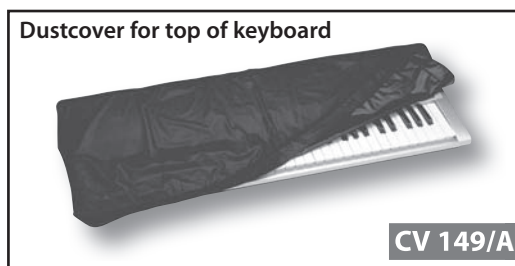
ATTENTION: Use only the optional accessories specially for this keyboard. Use of unauthorised accessories can entail danger of fires, electrical shocks and physical injuries to persons.

3. SOCKETS

VIDEO - Socket for connecting TV.

AUDIO L / R - RCA sockets for external audio connection.

L (left) = left audio output; R (right) = right audio output.

USB TO DEVICE - Socket to connect a USB Flash Drive.

USB TO HOST - Socket to connect the keyboard to a computer using the provided cable.

PEDAL SWITCH - Socket for sustain pedal.

INPUT DC 12 V - Switches the instrument on with an AC/DC adapter (Vdc = 12V - I = 2,25A).

PHONES / AUX . OUT - Socket for headphones and Hi-Fi; output impedance 150 Ohm – To play without disturbing and/or being disturbed, you can use a stereo headphone. When the cable is inserted the speaker is automatically excluded and all sections of the keyboard can be heard in the headphone. The socket also allows an additional stereo amplifier, a recorder, etc. to be connected.

Warning: only connect stereo cables to the "PHONES/ AUX-OUT" socket.

MIKE - Socket for connect a microphone.

ON/OFF - Turns the instrument on and off.

VOLUME MASTER - Selects the master volume.

VOLUME SECTION - Selects the sections volume.

METRONOME - Switches on and off the metronome beat.

DEMO - Plays the demo song.

BREAK / INTRO - Prepares a temporary variation of the rhythm style or a short intro.

KEY START / FILL IN - Allows rhythm to be enabled by pressing one or more keys or enables changes while rhythm is on.

EASY/ FREE CHORD - To compose chords using the simplified way or in the traditional way.

FADE IN/OUT - Rhythm fading and growing.

TEMPO +/– - Sets the tempo for style performance, songs or metronome.

INTRO - Prepares musical introduction.

ARRANGER A/B - Selects the automatic accompaniment with A and B rhythms.

ARRANGER LARGE - Selects the automatic accompaniment with Large rhythms.

ENDING - Carries out an ending musical phrase when the rhythm is on.

START/STOP - Starts/Stops a rhythm style or a song.

STYLE - Selects the rhythm styles.

SONG - Selects the pre-recorded songs.

SOUND - Selects the right-hand sound or two sounds to mix together.

USB - To select files or folders of the USB Flash Drive.

EASY PLAY - Depending on the style, selects right-hand and left-hand tone, the best tempo for the performance and sets the FREE CHORD setting on the keyboard. In the 100 songs, it selects the sound and the tempo connected to the songs.

FULL KEYB. / SPLIT - Splits the keyboard between two sounds or to set just one.

TOUCH - To enable or disable the touch sensitivity on the keyboard (dynamic).

DUAL - Allows mixing and the selection of two sounds.

PROGRAMS - LOAD to select programs; SAVE to save programs.

PIANO - Enables PIANO tone and identification of chords across the whole keyboard.

LESSON - Enters the 5 levels learning mode.

TRANSPOSER +/– - Allows pitch of notes to be changed.

SEQUENCER SAVE - To store the recording on the USB Flash Drive.

SEQUENCER REC - Records what is being played.

SEQUENCER PLAY - Plays what has been recorded.

SELECT 0-9 and **+/–** - To select functions, rhythm styles, songs, sounds and programs.

UP - DOWN - To move the cursor up or down and to select files and folders of the USB Flash Drive.

BACK - To go back and select files and folders of the USB Flash Drive.

PLAY/PAUSE - To play or pause the midi files of the USB Flash Drive or of the Sequencer.

ENTER (■) - To enter the folders or to carry out other functions.

5. DIRECTIONS ON THE KEYBOARD

Letters on the left

Indicate the basic note for the name of the chord.

| C | #/♭ | D | #/♭ | E | F | #/♭ | G | #/♭ | A | #/♭ | B | C | #/♭ | D | #/♭ | E | F | #/♭ | G | #/♭ | A | #/♭ | B |
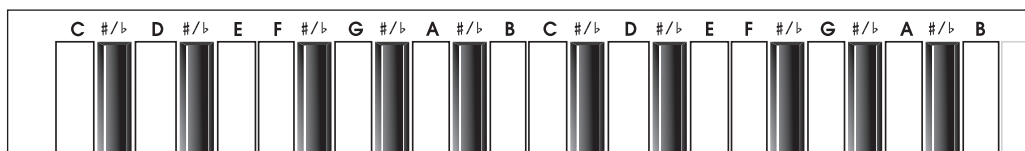
The dictionary chord

When function **39 Dictionary** is enabled, the display shows name and composition of chords.

| m | 7 | 7+ | m7 | dim | sus4 | 6 | 5♭ | 5# | 9 | 7/9♭ | 7/9# |
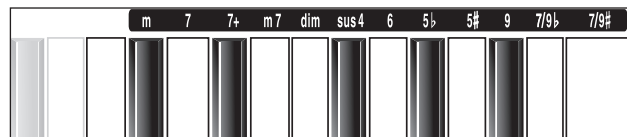
The rhythm instruments of the MANUAL DRUM

With the **199 Drum Standard** or **200 Drum Power** function active, each key corresponds to a percussion instrument.
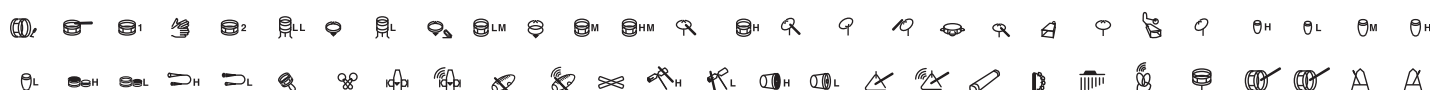
With the functions **90** to **97**, other percussion instrument groups can be selected (see DRUM SET TABLE at the end of the User Manual).

Bending and Modulation Controls

There are three buttons at the far left of the keyboard: two **BEND** (Pitch Bending) and one **MODUL.** (Modulation).

Playing a note and pressing one of the two BEND buttons will create a pitch variation of that note. This variation simulates the "bending" of a chord of an instrument such as a guitar. The "Modulation" control performs a pitch modulation of the sound.

6. THE DISPLAY

1) Indicates the name of sounds, rhythm styles, volumes and other functions.

2) Indicates the selection for the tone of the left side of the keyboard or Lower.

3) Shows the selection of the two mixed sounds.

4) Indication of "Intro", "Ending", "KeyStart" controls for the rhythm style.

5) Indication of enabled SEQUENCER: "Record" or "Play".

6) Indication of active automatic accompaniment and pattern (Arranger A, B, A-Large, B-Large).

7) Indicates "PIANO" function is active.

8) Indicates "TRANSPOSER" is active (transposition high or low).

9) Metronome icon, shows beat tempo.

10) Indicates the speed of the rhythm style, of the song, of the metronome or the MIDI file.

11) 61 key keyboard showing notes that are pressed or that have to be pressed if in MAESTRO mode.

12) Indication of Split point (19 or 24).

13) Indication of the identified chord and EASYCHORD function.

14) Pentagram with notes displayed.

15) Indicates an octave higher for the last 5 keys.
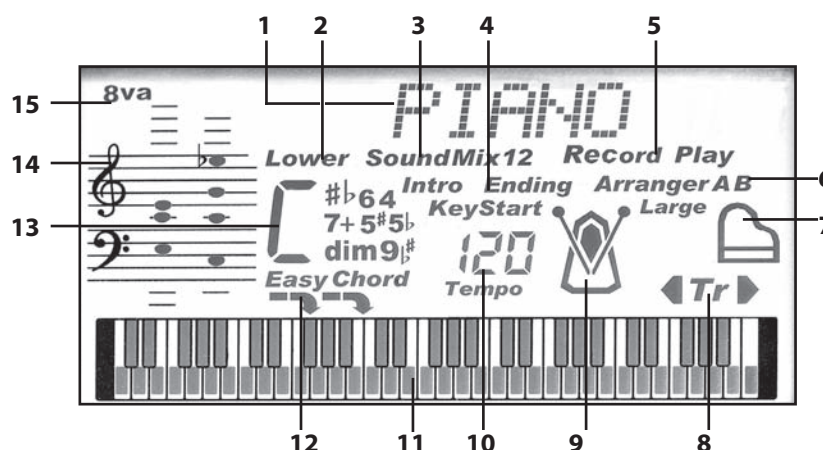
7. OPERATION

Switch on and switch off (ON/OFF)

The instrument can be turned on and off by using the **ON/OFF** button. When turned on, the keyboard is set to operate with the **PIANO** sound, the **8 Beat 1** rhythm and the song **'O SOLE MIO**.
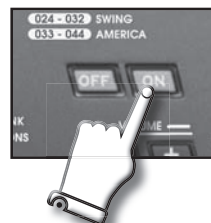
Demo

Switching on the **DEMO** button, a melody that will emphasise the characteristics of the keyboard will play.
To turn off the melody press the **DEMO** button.
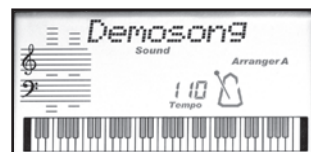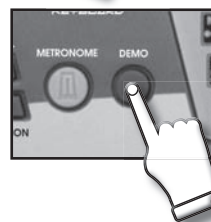
Volume Master

To regulate the volume of the instrument you must use buttons **MASTER VOLUME +** (to turn up) or **MASTER VOLUME –** (to turn down). By holding the button pressed down, the variation becomes continuous.
To restore the standard volume press both **MASTER VOLUME +** and **MASTER VOLUME –** buttons together.

8. THE KEYBOARD

It is composed of **61 touch sensitive professional keys**.

TOUCH

The keyboard can play with a more or less strong volume depending upon the pressure that is put on the keys (like a traditional piano).
To eliminate or to insert this function press **TOUCH**.
The display visualises "Touch Off" to eliminate and "Touch On" to insert the function.
The function is inserted when the instrument is turned on.
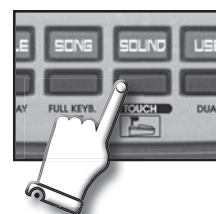
SPLIT

1. When simply turned on, one single sound is enabled over the whole keyboard, together with the chord identifier.

2. By pressing the **FULL KEYB/SPLIT** button, the keyboard will be divided into two sections: one dedicated to accompaniment to form chords (keys on the left) and the other one to play the melody (keys on the right).

It is possible to set the point where the keyboard will be divided into two modes:

    a. by entering **31**, the display indicates "Split 19"; this means that the left part of the keyboard goes from the first to the nineteenth key.

    b. by entering **32**, the display indicates "Split 24"; this means that the left part of the keyboard goes from the first to the twenty-fourth key.

The keyboard on the display shows the division point with an arrow.
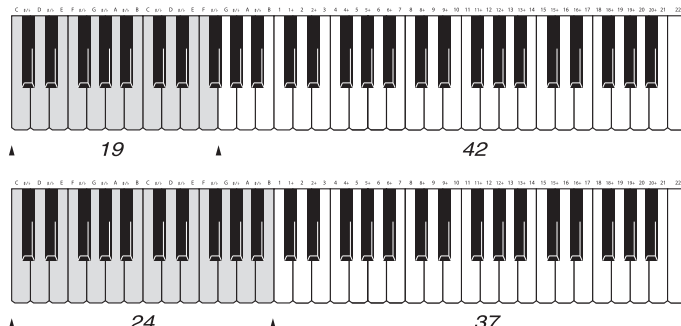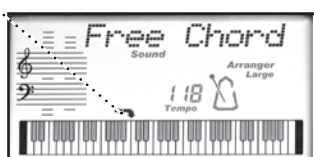
Chords can be played in the **FREE CHORD** mode, which means in the traditional way, or in the **EASY CHORD** mode, which means in the simplified mode (see the "Lower" paragraph).

Sound selection

The keyboard features **216** sounds divided into **20 families** (*e.g. 025-032 GUITAR*).
They are selected when the **SOUND** button is on by entering a three digit number between 001 and 216 of the **SOUNDS list** you will find at the end of the Instructions Manual.
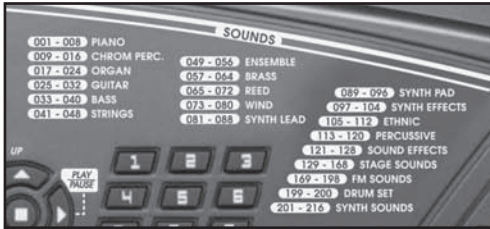
FAMILY	SOUNDS LIST
GUITAR 025 - 032	**025** NYLON GUITAR **026** STEEL GUITAR **027** JAZZ GUITAR **028** CLEAN GUITAR **029** MUTED GUITAR **030** OVERDR. GUITAR **031** DISTORT. GUITAR **032** HARMON. GUITAR

Example: for NYLON GUITAR type in number *025* (*0*, *2*, *5* with the SELECT keyboard.)
If the display shows "Disable", this means an incorrect number has been typed in.
Sounds can be selected also by using the **SELECT** "**+ / –**" buttons.

IMPORTANT: With some sounds you might notice a slight difference of volume or sound quality when playing them in different areas of the keyboard. This is an inevitable consequence of multiple sampling and not a technical problem.
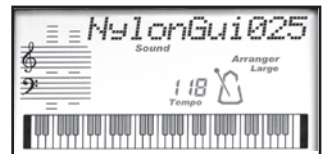
Dual

With the **DUAL** control, you can mix two sounds and create thousands of combinations.
To mix press DUAL; the display shows "***SoundMix1***"; select a sound and press the **SOUND** button: the display shows "***SoundMix2***"; select the second sound that will be mixed with the first one.
To select other sounds, keep using the **SOUND** button.
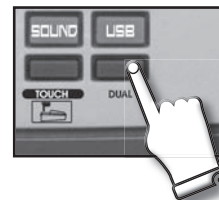
To return to just one sound, press the **DUAL** button again: the display shows "***Sound***".
To change the volume of the two sounds, to use the "**+/–**" buttons of **VOLUME SECTION** and to select the first or second sound, keep **SOUND** button pressed.
The display visualises "Snd1Vol" or "Snd2Vol"
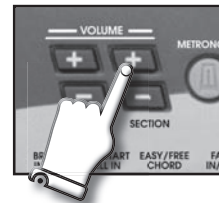
Sounds on the left hand side (LOWER)

The sounds for the ACCOMPANIMENT, when the rhythm is not playing, can be selected by entering **30 Select Lower** and the corresponding number in the SOUNDS list.
To set the volume of the accompaniment section, use the **VOLUME SECTION + / –** buttons;
The display shows "LowerVol" and the value of the volume.
By keeping the button pressed, the variation will continue.
To return to the standard volume, simultaneously press the **+** and **–** buttons of the **VOLUME SECTION**.
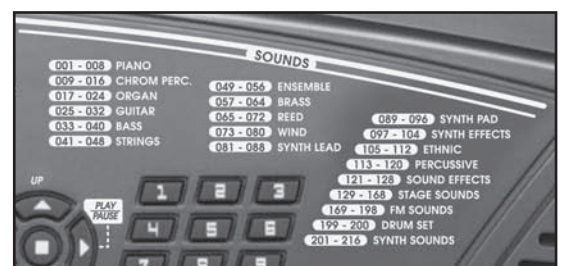
Classical method chords (FREE CHORD)

Chords are played in the traditional way and all the main chords are identified.

Standard setting is active. To select it use the **EASY/ FREE CHORD** control; the display shows "*Free Chord*".

EASY PLAY enables Free Chord automatically.

The FREE CHORD mode works across the whole keyboard too when **FULL KEYBOARD** is on.

The display shows the name of the chord in the Anglo-Saxon notation.

A	B	C	D	E	F	G	Anglo-Saxon notation
LA	SI	DO	RE	MI	FA	SOL	Latin notation
A	H	C	D	E	F	G	German notation

Simplified method chords (EASY CHORD)

This function allows you to compose chords on the left side of the keyboard with the simplified mode:

one key will provide a **major chord**,

two keys a **minor chord**,

three keys a **dominant 7th chord**, and

four keys a **diminished chord**.

You can enable it with the **EASY/ FREE CHORD** button; the display shows "*Easy Chord*".

The fundamental note of the chord (the most important one and the one that gives the name to the chord) is represented by the key pressed on the far left.

For example, by pressing simultaneously C, D and E, you will get a C7 dominant chord.
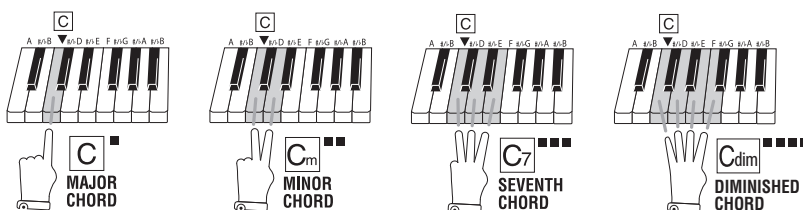
Transposition of keys (TRANSPOSER)

The **TRANSPOSER +/–** controls shift the whole keyboard tonality by +/– 12 semitones.

By pressing one of the two buttons, the display temporarily shows the current value.

The TRANSPOSER variation is always indicated on the display by the "*< Tr* " or "*Tr >*" signs. By simultaneously pressing the "*+/–*" buttons of TRANSPOSER,
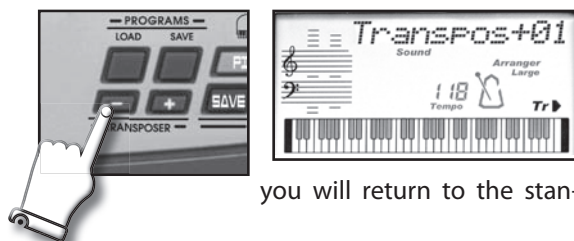
you will return to the standard **00** value.

The Piano

With the PIANO button, the PIANO sound and the chord identifier will be immediately enabled on the whole keyboard.
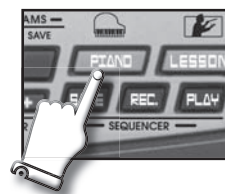
The Sustain Pedal (PEDAL SWITCH)

A normally-open pedal button can be connected to the **PEDAL SWITCH** socket.

It is used to lengthen the sound of the notes.

Rhythmic style selection

The keyboard has **125 rhythmic styles** enriched by automatic accompaniments and completed by drums. They are sub-divided into **13 families** (e.g. 015-023 DANCE) , see the list at the end of the owner's manual. To select them press the **STYLE** button and then a 3 digit figure from the **STYLES** list.

<u>Example</u>: to select DISCO 70 rhythm, digit number **019** (*0*, *1*, and *9*).

You can also select rhythms using buttons "**+ / –**" of **SELECT**. To start or to stop a rhythm press the **START/ STOP** button.

FAMILY	STYLES LIST
DANCE 015 - 023	015 TECHNO
	016 HOUSE
	017 RAP
	018 SKA
	019 DISCO 70
	020 DISCO 1
	021 DISCO 2
	022 DISCO SAMBA
	023 HULLY GULLY

Tempo

The " **+ / –** " **TEMPO** buttons can be used to set the tempo of the rhythm or of a song.
To increase or decrease the speed of the song press the two buttons **TEMPO +** and **TEMPO –** .
By holding the button pressed down, the variation becomes continuous.
To go back to standard rhythm press buttons **TEMPO +** and **TEMPO –** together.
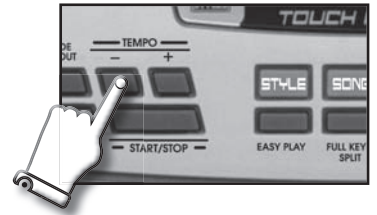
Accompaniment volume

To adjust the volume of the accompaniment section, use the **VOLUME SECTION + / –** buttons. The display will show "**Acc.Vol.**" with the value of the volume. By holding the button pressed down, the variation becomes continuous. To restore the standard volume press together buttons **VOLUME SECTION +** and **VOLUME SECTION –**.

Metronome icon

The metronome icon of the display shows the musical quarters and the beginning of every beat or measure.
When a rhythm is on function and you select a new style this latter starts at the end of the previous rhythm pattern.

The Pianist Styles

The PIANIST styles are automatic accompaniments created with the piano alone.
To select them, press the **STYLE** button and enter a three digit number from the PIANIST list. See the STYLES list at the end of the Instructions Manual.

FAMILY	STYLES LIST
PIANIST 088 - 095	088 8 BEAT
	089 16 BEAT
	090 BALLAD
	091 ROMANTIC
	092 SWING
	093 BLUES
	094 ROCK'N ROLL
	095 BOSSANOVA

Arranger A, B

By pressing the **ARRANGER A / B** control, you will be able to switch between a basic rhythm style and one with a variation. The display shows the selected mode by showing "*Arranger A*" or "*Arranger B*".
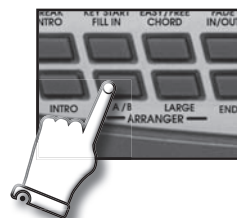
Arranger Large

With the **LARGE** control, you can elaborate further on the arrangement of the rhythm style.
The display shows "*Large*".

Easy Play

Depending on the rhythm, **EASY PLAY** sets the tone for the right hand, the best tempo for the performance and splits the keyboard to play chords in the FREE CHORD mode.
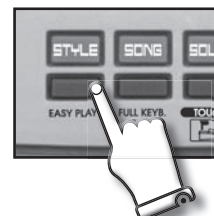
Intro

When a rhythm is stopped, by pressing the **INTRO** button the display will show "Intro" and a rhythm style is predisposed, and a preliminary music sequence will then starts when you press the **START / STOP** or **KEY START** buttons.

Ending

When a rhythm is on, by pressing the **ENDING** button, a final musical sequence stars.
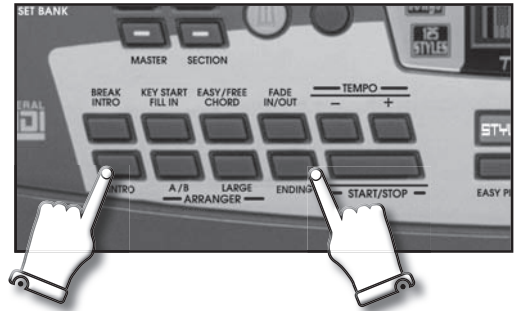
Key Start

The **KEY START** function starts the rhythm by pressing one or more keys on the keyboard.
It is enabled with the rhythm stopped, the display visualises "*Key Start*".
If the keyboard is split, you can activate the rhythm by playing a chord in the left part of the keyboard.
If it is not split, play a chord including at least three keys anywhere on the keyboard.
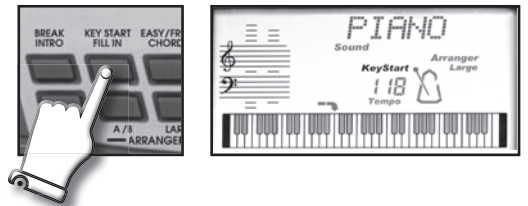
Fill In

When a rhythm is on function and you press the **FILL IN** button you produce a rhythmic variation of the drums.

Break

By pressing the **BREAK** control during the performance of a rhythm style, you will activate an orchestral 'break'.
By pressing **BREAK** when the rhythm is not playing, a brief introductive orchestral break will be executed. The display shows "*Intro*". During the "Ending", BREAK restores normal rhythm.
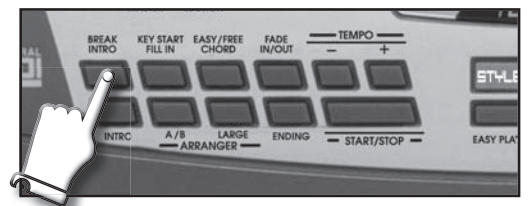
Fading or Crescendo (FADE)

The fading function allows to fade the execution automatically lowering the volume until it stops. **FADE**, selected before the rhythm starts, produces an increasing volume from zero until the normal level.
While the rhythm is on, by pressing **FADE** the display visualises "Fade out" and it will fade until disappearing.
With the rhythm stopped, by pressing **FADE**, the display visualises "Fade In" and, when the rhythm starts, execution will having an growing volume.
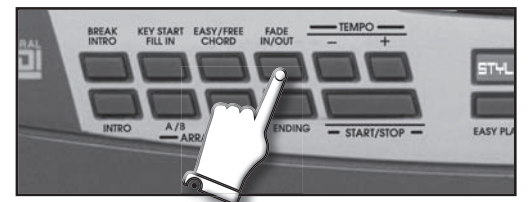
Metronome

The metronome helps you to learn the music, giving the beat during musical exercises and simulating the traditional time-marking instrument.
It can be turned on and off with the **METRONOME** button. To change the tempo, use the "**TEMPO +/−**" buttons. To set the volume, press the STYLE or SONG button and use the **VOLUME SECTION +/−** button.
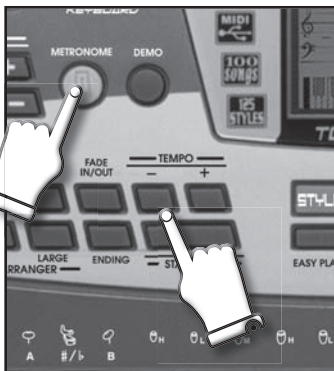
Voice in musical scores	TEMPO
Largo	32 - 60
Larghetto	60 - 66
Adagio	66 - 76
Andante	76 - 108
Moderato	108 - 120
Allegro	120 - 168
Presto	168 - 200
Prestissimo	200 - 240

Chart of general BEATS for the METRONOME

11. SONGS

The instrument contains **100 classic repertoire songs**.
To select the songs, enter a three digit number according to the **SONGS** list.

Example: for song 069 JINGLE BELLS,

• press the **SONG** button (light on);

• type on the **SELECT** numerical keyboard, 0, 6 and 9;

• press the **START/STOP** button to start or stop the musical performance.
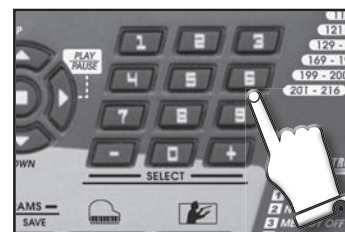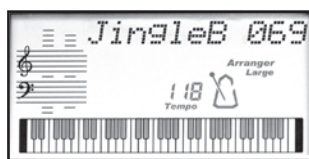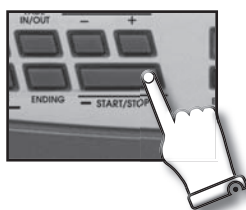
Song volume

To adjust the volume of a song, press the keys " **+ / –** " of the **VOLUME SECTION**. The display visualises "SongVol." with the volume value. By holding the button pressed down, the variation becomes continuous. To restore the standard volume press together buttons **VOLUME SECTION +** and **VOLUME SECTION –**.
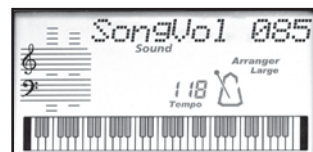
When a song is being played, you can immediately listen to other songs by entering the number of the song you have chosen or by using the **SELECT** "**– / +**" buttons.

The **EASY PLAY** control sets the melody of the song and the standard TEMPO on the keyboard..
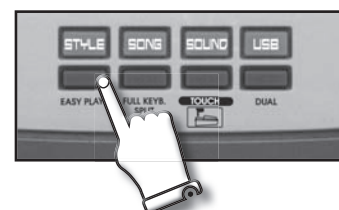
12. PROGRAMS

A program is a function which allows to set some parameters on the keyboard pressing only two keys. It is possible to store and recall the different functions of the keyboard by using the programs.

10 memorised programs are available in the **USER** bank.

To memorise a program in the **User** bank

1. press **SAVE PROGRAMS**. The display indicates "Save Prog ?"
2. press a number from **0** to **9** on the **SELECT** keyboard
3. the display indicates "ProgSaved".
The program is memorised in the memory area indicated by the chosen number.

To recall the program

1. press **LOAD PROGRAMS**. The display indicates "Load Prog ?"
2. press a number from **0** to **9** on the **SELECT** keyboard
3. the display indicates "ProgLoaded"
To restore the initial programs of the User bank, type **76 Clear User**.

To recall programs previously set by the manufacturer select a number from **77** to **79** as indicated in the **Program Bank** paragraph in chapter **15. FUNCTIONS**
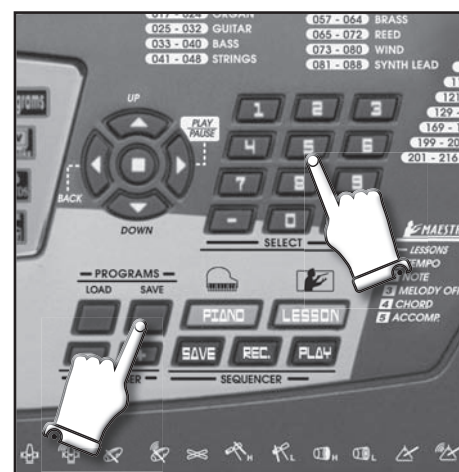
13. SEQUENCER

With the Sequencer section it is possible **to record and then to listen to all that was played**. The Sequencer allows you to test the your musical learning level. The musician can play the melody, record it with a song and then listen to the outcome.

How to record a musical sequence

Press the button **REC.** The display will read "Record On" and "*Record*" flashing to show that the Sequencer is on. Play the song you wish to record. Press **REC.** once again to stop recording. The display will read "Record Off".

Press **PLAY** to listen to what was recorded. The display will read "Sequencer" and "*Play*". Press **PLAY** once again to stop.

Nearly **14,000 notes** can be memorised.

When the memory is full, the display reads "Record Off" temporarily and the indication "*Record*" disappears.

After a recording, when **PLAY** is on, variations made with the control panel can affect the recordings.

Recorded data remains in the memory as long as the keyboard is on.

If nothing has been recorded in the Sequencer, by pressing **PLAY**, the display reads "SequenEmpty" temporarily.

N.B.: Sounds coming from the microphone cannot be recorded.

The recorded sequence can be saved on a USB Flash Drive (not included).

How to save a recording on a USB Flash Drive

1. Insert a *USB Flash Drive* in the relevant socket (USB TO DEVICE) in the back of the instrument. The **USB** control turns on.
2. Press **SAVE**. The display visualises "Saving File", and then "File saved", to indicate that the musical sequence has been memorised in the *USB Flash Drive*.

The display will then read "Seq00" which is the first name assigned automatically to the musical sequence just memorised.

N.B.: The musical sequences memorised in the *USB Flash Drive* go from "*Seq00*" to "*Seq99*". The number is assigned automatically.

All of the sequences from "*Seq00*" to "*Seq99*" are automatically stored in the folder "MySongs" and stay memorised even when the instrument turns off or the *USB Flash Drive* is removed.

The folder "MySongs" is created automatically with the first SAVE.

The sequences from "*Seq00*" to "*Seq99*" are midi files and can be managed on the PC with the most widespread musical programs.

N.B.: If the *USB Flash Drive* is not inserted, pressing **SAVE**, the display will read "USB FD Off". It is therefore not possible to save the recording.

If no recording has been done and you press **SAVE**, the display will read "Disable".

The *USB Flash Drive* cannot be inserted and removed with the instrument on as well.
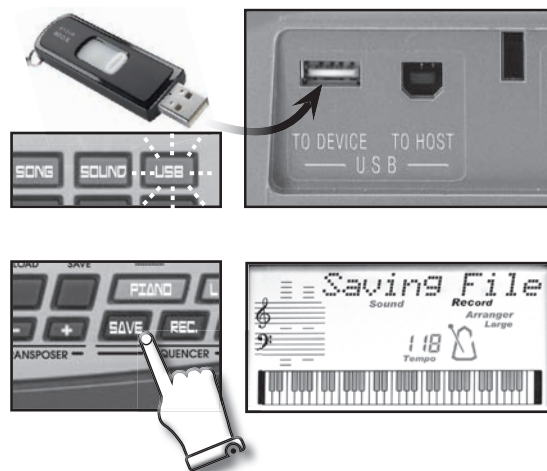
How to recall a musical sequence already saved on a USB Flash Drive

1. Insert a *USB Flash Drive* in the relevant socket (USB TO DEVICE) in the back of the instrument.
2. With the controls *UP* (▲) and *DOWN* (▼), view the name of the folder "MySongs" on the display and press **ENTER** (■): the display reads "Loading";
3. With *UP* (▲) and *DOWN* (▼) select the desired sequence, i.e. "*Seq00*", "*Seq01*", "*Seq02*", etc… Then press ▐PLAY/PAUSE▐ (▶) to listen to the sequence. The display reads "Loading", and then "FileLoaded" and *Play* on the top right.

To pause the sequence that is playing, press ▐PLAY/PAUSE▐ (▶). The display reads *Play* which is flashing. To restart the sequence, press ▐PLAY/PAUSE▐ (▶) again. To stop the sequence being played, press **ENTER** (■), or **PLAY** on the Sequencer or **START / STOP** in the STYLE section.
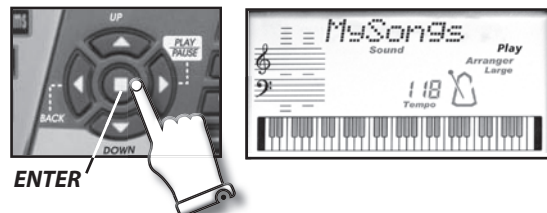
How to delete a sequence from the USB Flash Drive

1. Enter the folder "MySongs" using the controls *UP* (▲), *DOWN* (▼), *BACK* (◀) and *ENTER* (■) and view the sequence you wish to delete.
2. Write **86**. The display reads "DeleteFile?"; pressing **ENTER** (■), the sequence will be deleted.

N.B.: The midi files contained in other folders can be deleted also by following the same procedure.

14. LESSONS TO LEARN RIGHT AWAY (MAESTRO - *LESSONS*)

The **MAESTRO** section helps you in the music learning process just as if a real musical teacher were there with you, teaching you five fundamental aspects:

1. Tempo **2.** Note **3.** Melody Off **4.** Chord **5.** Accompaniment

Display directions

Press a key on the keyboard. The display shows which key you are pressing and the relative note will be shown on the penta-gram.
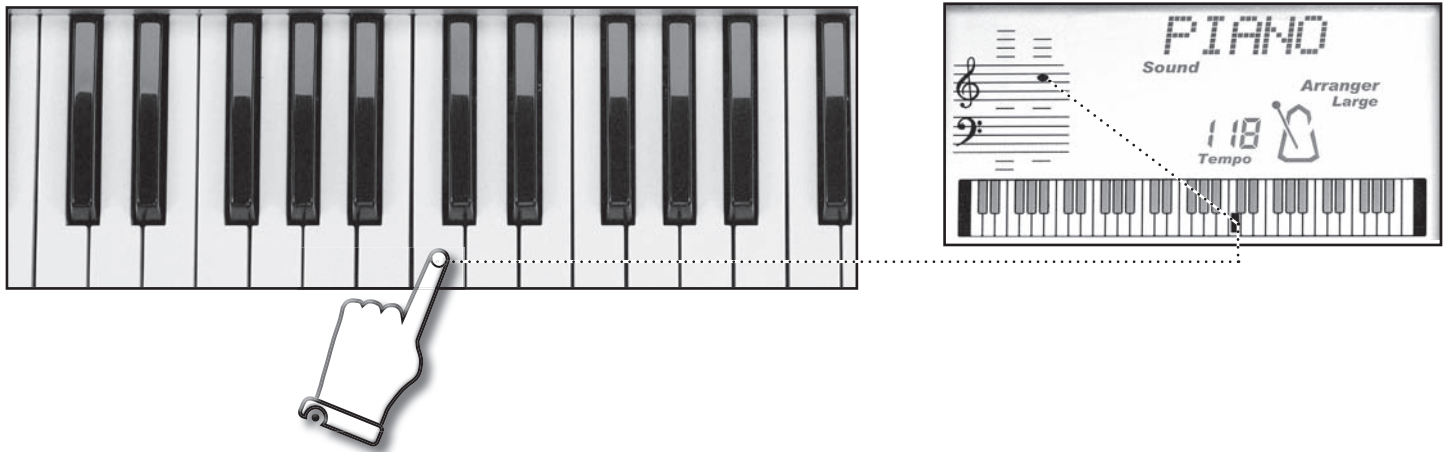
1st level: Tempo of the song (TEMPO)

At the 1st level, you can become familiar with the melody notes and learn the tempo of the song.

=== How to do it:
After having chosen a tune, select level 1 first by pressing the **LESSON** button and then, when the display shows "LEVEL ?", number **1** of **SELECT**.
Use the **START/STOP** control to start and stop the performance. You can quicken or slow down the tempo by using the **TEMPO** "+/−" buttons.
The song starts with some strokes of the metronome which indicate the starting tempo. Right after, try playing the melody of the song repeatedly pressing one or more keys trying to keep tempo with the orchestra.
During your performance, the display will show the correct notes of the melody.
The accompaniment will automatically follow you.
You will be able to change tune by pressing the corresponding button on the **SONGS** list, or by using the **SELECT** "+ / −" buttons.
If you wish to listen to the whole song, press **START/STOP**, then press **SONG** and then **START/STOP** again.
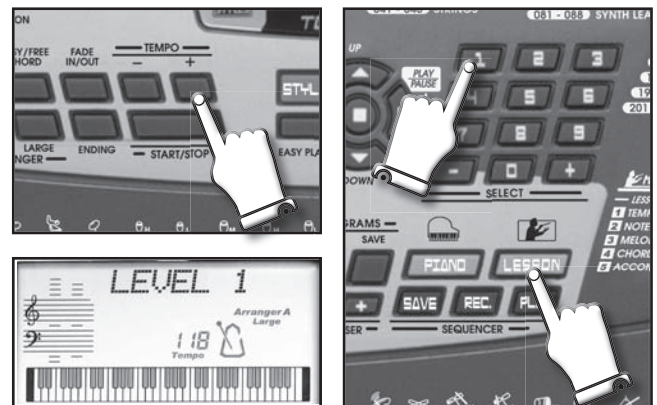
2nd level: The Notes of the melody (NOTE)

When you are able to keep time you can try the 2nd level, which means playing the correct keys to perform the correct melody.
=== How to do it:
After having chosen a tune, select the 2nd level by pressing the **LESSON** button and then **SELECT** number **2**.
Use the **START/STOP** control to start and stop the performance.
When the metronome stops, try to play the melody of the song; this time you have to press the right keys because the others will not play. The display will help by showing you the correct melody keys in advance.
The accompaniment will automatically follow your performance.

3rd level: The song Melody (MELODY OFF)

This time the accompaniment will play normally, without waiting for you. This means you will have to perform the melody with the right keys while keeping time, or else the song will sound out of tune.

 === How to do it:
After having chosen a song, select the 3rd level by pressing the LESSON button and then the **SELECT** number **3**.
Use the **START/STOP** control to start and stop the performance.
When the intro has ended, try playing the melody of the song.
The display will help by showing notes and keys for the melody.

4th level: The song Chords (CHORD)

At this level the song will be played with the rhythm section and the melody; you will be able to play the accompaniment chords using the left side of the keyboard.
If you do not play the right chord, the rhythm part will keep on going with the last chord and the melody will stop.

 === How to do it:
After having chosen a song, select the 4th level by pressing the LESSON button and then **SELECT** number **4**.
Use the **START/STOP** control to start and stop the performance. When starting you will always have a metronome counting for you.
Play the first chord and then the others, following the directions shown on the display.
If you play a wrong chord, the melody will not play, and if you play it at the wrong time, accompaniment and melody will be out of tempo.
To make the first lessons easier, try slowing the tempo of the song, using the **TEMPO +** and **–** buttons.
The display will help by showing the name of the chord, the keys and the notes on the pentagram.
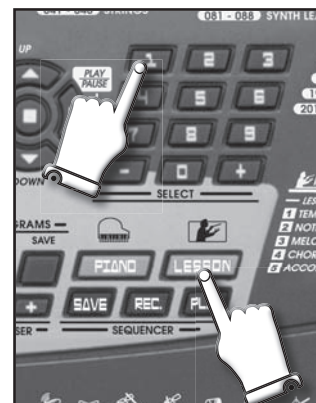
There are two ways of playing chords:
• **Free Chord** for playing chords in the traditional way.
• **Easy Chord** for playing simplified chords.
To choose the desired mode, see the "LOWER" paragraph.

5th level: Accompaniment with orchestra (ACCOMP.)

At this level the song will be played with the drums rhythm section together with the melody and you will be able to play the accompaniment. Rhythm and melody will keep going so you will have to play the right chord in time, or else it will be out of tune.

 === How to do it:
After having chosen a song, select the 5th level by pressing the LESSON button and then the **SELECT** number **5**.
Use the **START/STOP** control to start and stop the performance.
To start the complete accompaniment, play the first chord following the directions shown on the display.
The display will help by showing the name of the chord, the keys and the notes on the pentagram.
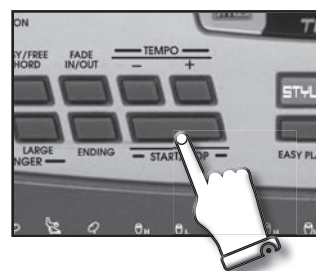
There are two ways of playing chords:
• **Free Chord** for playing chords in the traditional way.
• **Easy Chord** for playing simplified chords.
To choose the desired mode, see the "LOWER" paragraph.

Strip with numbers and letters

Position the strip with numbers and letters above the keyboard as shown in the picture.
The numbers on the strip correspond to the keys that have to be pressed in order to play the tune of the simplified scores contained in the enclosed Farfisa Music book.

FUNCTIONS FOR ACCOMPANIMENT (30-39 ACCOMP. FUNCTIONS)

Function 30 • *Selection of sound for left hand (Select Lower)*

The selection of sounds for accompaniment, when rhythm is stopped, is obtained by writing **30 Select Lower** and then the number relative to the SOUNDS list.
To adjust the volume of the accompaniment section, press the buttons **VOLUME SECTION + / –**. The display reads "LowerVol" and the value of the volume. By keeping the button pressed, the variation becomes continuous.
To restore the standard volume, press the buttons **+** and **–** of the **VOLUME SECTION** together.
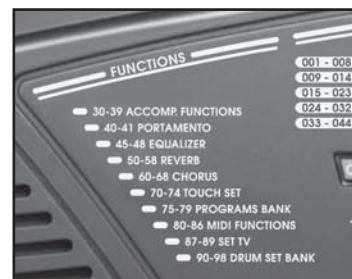
Functions *31-32 • Division of the keyboard 19/24 (Split 19/24)*

The point where the keyboard splits can be set in two ways:

    a. Composing **31**, the display will read "Split 19" and namely that the left side of the keyboard goes from the 1st to the 19th key
    b. Composing **32**, the display will read "Split 24" and namely that the left side of the keyboard goes from the 1st to the 24th key
Above the image of the keyboard on the display an arrow will appear indicating the splitting point.
Split 24 is active when the instrument is turned on.

Functions *33-34 • Arrangement (Arranger On/Off)*

Composing **33 Arranger On** activates the automatic arrangement and composing **34 Arranger Off** deactivates it. The display reads "ArrangOn" or "ArrangOff".
Automatic arrangement is present when a rhythm is on. The arrangement is active when turning the instrument on.

Functions *35-36 • Musical carpet (Ground On/Off)*

When a rhythm is playing and FREE CHORD is active, the carpet will act as a musical background for the arrangement. The carpet is activated with the number **35 Ground On** and deactivated with number **36 Ground Off**. The display reads "GroundOn" or "GroundOff". The function is active when the instrument is turned on. To adjust the volume of the musical carpet, press the buttons "**+ / –**" of the **VOLUME SECTION** when the rhythm is playing and after having typed the number **30 Select Lower**. The display visualises "GrndVol."
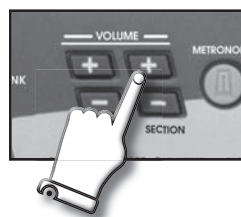
Functions *37-38 • Continuous playing of songs or MIDI files (Medley On/Off)*

With this function it is possible to listen to all of the songs in succession, starting with the one selected. It is activated by typing the number **37 Medley On** and deactivated with **38 Medley Off**. The display reads "MedleyOn" or "MedleyOff". The function is not active when the instrument is turned on.
It is also possible to automatically play the MIDI files contained in a folder of the *USB Flash Drive*.
Press the USB control. The light turns on. Select a folder of the *USB Flash Drive*, press **ENTER** (■), type **37 Medley On** and press [PLAY PAUSE]. Right after the "Loading" of the display, all of the midi files of that folder will play automatically one after the other
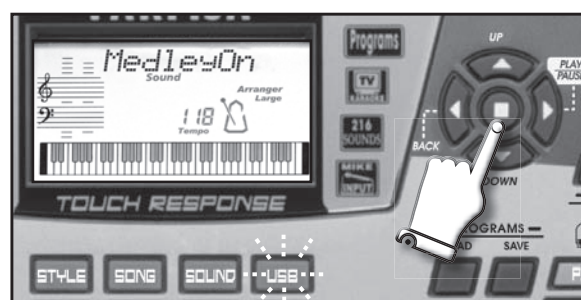
Function *39 • Chord Dictionary (Dictionary)*

The Dictionary function allows viewing on the display the name of a chord, the notes that make it up on the pentagram and the keys needed to compose the chord. It is activated by composing the number **39**; the display reads "Dictionary". By pressing a key in the first two octaves on the left, you choose the main key C, D, E, F, G, A or B (DO, RE, MI, FA, SOL, LA or SI) with the relative " ♯ " or " ♭ " and the type of chord in the last octave on the right.
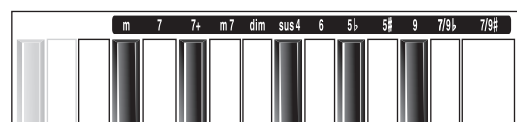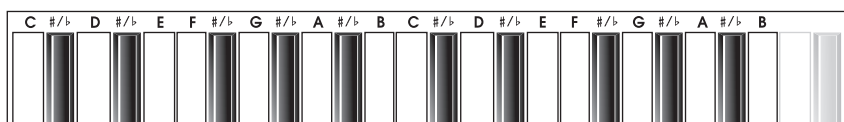
40-41 PORTAMENTO

Functions 40-41 • *Portamento*

The portamento creates a pitch slide between two keys. It is more evident when playing keys far part.

It is activated by typing **40 Portamento On** and deactivated with **41 Portamento Off**. The display reads "PortamOn" or "PortamOff".

Function 42 • *Resetting of SYNTH SECTION sounds (Clear Synth)*

With the "*FARFISA Synth Sound Maker*" program loaded onto the PC, it is possible to change the parameters of the sounds from 201 to 216 of the **SYNTH SECTION**.

To restore the initial parameters of the **SYNTH SECTION** sounds, type **42 Clear Synth**. The display reads "ClrSynth".

45-48 EQUALIZER

Allows choosing among **four** different equalisations suitable for different types of music. There are enabled by typing:

Function 45 • *Flat* excludes equalisation.

Function 46 • *Disco* for disco music.

Function 47 • *Jazz* for Jazz music.

Function 48 • *Classic* for classical music.

N.B.: When the keyboard is disconnected from an external amplification, it is recommended to choose an average equalisation and above all to adjust the initial volume at minimum.

50-58 REVERBER

Functions 50-58 • *Reverberation*

The reverberation effect allows listening to sounds as if they were reproduced in a large hall.

Eight different types of reverberation can be chosen: typing **50** produces the "**Room-1**" effect, with **51** "**Room-2**", with **52** "**Room-3**", with **53** "**Hall-1**", with **54** "**Hall-2**", with **55** "**Plate**", with **56** "**Delay**", with **57** "**Pan Delay**" and with **58** "**Reverb Off**", the reverberation effect is completely excluded.

60-68 CHORUS

Functions 60-68 • *Chorus*

The chorus effects enhance the sounds of the SOUNDS section with particular modulations which a smaller or larger impact depending on the sound selected.

Eight different types of chorus can be chosen: typing **60** produces the "**Chorus-1**" effect, with **61** "**Chorus-2**", with **62** "**Chorus-3**", with **63** "**Chorus-4**", with **64** "**Feed Back**", with **65** "**Flanger**", with **66** "**Short Delay**", with **67** "**FB Delay**" and with **68** "**Chorus Off**" the chorus effect is excluded completely.

TOUCH-SENSITIVITY LEVELS (70-74 TOUCH SET)

Functions 70-74 • *Touch-sensitivity levels*

It is possible to choose among 5 dynamic levels: typing code **70** enables the **Very Soft** level; typing **71** the **Soft** level, with **72** the **Normal** level, with **73** the **Hard** level and with **74** the **Heavy** level. Level 72 Normal is usually active.

75-79 PROGRAM BANKS

The keyboard is able to recall some groups of the 10 programs previously prepared by the user or inserted by the maker in the "PROGRAM" memory (see chapter 12 "PROGRAMS").

Function 75 • *ProgUser* to recall the programs that the user stored previously

Function 76 • *ClearUser* to restore in the memory the data of the first time the instrument

Function 77 • *ProgLatin* programs for Latino music

Function 78 • *ProgSwing* programs for swing music

Function 79 • *PrgTradit* programs for traditional music

=== **How to select a program**

Let's suppose that we wish to set program number **7** of the Traditional bank:

• type **79 Traditional**, the display reads "PrgTradit";

• press the **LOAD** button, and the display reads "Load Prog ?";

• type the number **7**, the display reads "ProgLoaded".

Now the keyboard is set up with the **rhythm**, **sounds** and **effects** of program **7** of the Traditional bank

80-86 MIDI FUNCTIONS

Functions 80-81 • *Excluding Midi In (Midi In On/Off)*

When the keyboard is connected to a Personal Computer, it is recommended to use the programs which allow excluding the resending out of data coming in. If this were not possible, double notes would be heard. To avoid this anomaly, the keyboard allows excluding the data coming from the PC by composing number **81 Midi In Off**. To reactivate reception, compose number **80 Midi In On**. The function is active when the instrument is turned on. The display reads "MidiInOff" or "MidiInOn".

Functions 82-83 • *Excluding the melody (Melody On/Off)*

When uploading a midi file from the *USB Flash Drive* and it is carried out, the trace of the melody can be excluded (normally midi channel 4).

To exclude the melody trace, type **83 Melody Off**. To restore it, type **82 Melody On**.

The display reads "MelodyOff" oppure "MelodyOn".

Functions 84-85 • *List of USB Flash Drive files and folders on TV (Info TV On/Off)*

It is possible to view the contents of the *USB Flash Drive* on the TV screen.

Type **84 Info TV On** to view it on the TV screen or **85 Info TV Off** to exclude viewing. The display reads "InfoTvOn" or "InfoTvOff". Normally 84 Info TV On is active.

Function 86 • *Deleting files from the USB Flash Drive (Delete file)*

It is possible to cancel files from the *USB Flash Drive*.

Select the file to be deleted using the control *UP* (▲), *DOWN* (▼) or *BACK* (◄) , Type **86 Delete File**, The display will read "DeleteFile?" and press *ENTER* (■) , to delete the file.

In order to abort this cancellation, press any other control.

SOME TV ADJUSTMENTS (87-89 SET TV)

Functions 87-89 • *Set TV*

Some colour saturation or hue features can be adjusted on the TV.

To carry out these adjustments, type **87 Set TV On**, the display reads "SetTVOn".

Using the controls (◄) or (►) the display reads "Luminan" and the colour saturation can be adjusted. Using the controls *UP* (▲) or *DOWN* (▼) the display reads "HueAdj" and the colour hue can be adjusted.

Both adjustments go from a minimum of **001** to a maximum of **060**.

In order to cancel colour saturation or hue adjustment, type **88 Set TV Off**.

The display reads "SetTvOff"

To restore the standard colour saturation or hue values, type **89 TV Default**.

The display reads "TvDefault".

MANUAL RHYTHM INSTRUMENTS (90-98 DRUM SET BANK)

Functions 90-98 • *Drum Set Bank*

The MANUAL DRUM allows you to play manual rhythmic sequences using the keys with the respective symbols of the percussion rhythmic components.

Typing **90**, the display reads "DrmStd" and the Drum Standard percussion instrument block is activated. With **91** "DrumRoom", the Drum Room block is activated. With **92** "DrmPower" the Drum Power block, with **93** "DrumElec" the Drum Electric block, with **94** "DrmTR808" the Drum TR 808 block, **95** "DrumJazz" the Drum Jazz block, **96** "DrmBrush" the Drum Brush block, **97** "DrmOrch" the Drum Orchestra block and with **98** "Drum Off" the Drum block is excluded.

To adjust the volume, act on **VOLUME SECTION** when the STYLE control is active with the LED on.

At the end of the User Manual, the 'DRUM SET TABLE' has a list of the rhythmic instruments.

The rhythmic components are amplified from the right loudspeaker to the left with a stereophonic mix.

To exit from this percussion instrument block, just select another sound.
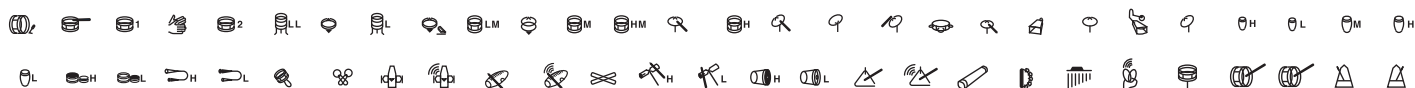
16. USB FLASH DRIVE

The *USB Flash Drive* (not included) is an external memory where you can save the recordings carried out with the Sequencer of the instrument or **SMF** (**S**tandard **M**idi **F**iles) uploaded from a Personal Computer.
The midi backing tracks with the abbreviation **SMF** (**S**tandard **M**idi **F**iles) can be found in the best music shops or on the Web.

Copying files from PC hard disk to USB Flash Drive

It is possible to transfer files present on a computer hard disk onto an instrument by copying them onto the *USB Flash Drive*, and then connecting it to the keyboard. Once the data has been copied, connect the *USB Flash Drive* to the USB TO DEVICE port behind the instrument and reproduce the .MID and .KAR songs.
The TK 89 keyboard reads the SMF data present in the *USB Flash Drive*, it uploads them in the internal memory and plays the backing track. If an external TV is connected, the texts of the song can be viewed (if there are any) for karaoke.

computer

How to use it

Insert the *USB Flash Drive* in the relevant socket (USB TO DEVICE) behind the instrument. The USB control lights up automatically and the name of the first SMF or the names of the folders containing the SMFs appear on the display.

N.B.: When connecting the USB Flash Drive to the USB TO DEVICE port, make sure to insert it correctly. Do not try to force it the wrong way.

Press the PLAY/PAUSE (▶) control, the display reads "Loading" while the file is uploaded in the memory. The music is then played and the text of the song (if present) shows up on the external TV screen.

USB socket on keyboard
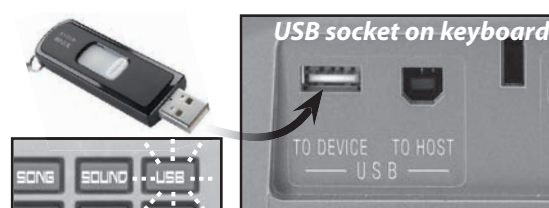
To adjust the VOLUME, act on the controls **+ / –** of **VOLUME SECTION**. The display reads "Seq.Vol." with the desired volume value.

The controls for 'navigating' inside the *USB Flash Drive* are *UP* (▲) and *DOWN* (▼) to scroll the les or folders, *BACK* (◀) to go back, *ENTER* (■) to enter a folder or to stop the backing track being yed and PLAY/PAUSE (▶) to start the selected backing track or to pause it.

ENTER

Excluding the melody (Melody On/Off)

When uploading a midi file from the *USB Flash Drive* and it is carried out, the trace of the melody can be excluded (normally midi channel 4).
To exclude the melody trace, type **83 Melody Off**. To restore it, type **82 Melody On**.
The display reads "MelodyOff" or "MelodyOn".

Continuous playing of MIDI files (Medley On/Off)

It is possible to automatically play the MIDI files contained in a folder of the USB Flash Drive.
Press the USB control. The light turns on. Select a folder of the *USB Flash Drive*, press *ENTER* (■), type **37 Medley On** and press PLAY/PAUSE (▶). Right after the "Loading" of the display, all of the midi files of that folder will play automatically one after the other. The function is not active when the instrument is turned on. To deactivate it, type **38 Medley Off**. The display read "MedleyOn" or "MedleyOff".

List of USB Flash Drive files and folders on TV (Info TV On/Off)

It is possible to view the contents of the *USB Flash Drive* on the TV screen.
Type **84 Info TV On** to view it on the TV screen or **85 Info TV Off** to exclude viewing. The display reads "InfoTvOn" or "InfoTvOff". Normally 84 Info TV On is active.

N.B.:
For quicker management of reading SMF, it is recommended not to save too many files per folder.
The names of files longer than 50 characters or with special accents are not recognised. It is therefore recommended to rename them with a Personal Computer.

ATTENTION: Do not frequently turn the USB memory device on and off. Do not connect and disconnect the cable too often to avoid possible blocking of the instrument. DO NOT disconnect the USB cable, DO NOT remove the support from the device and DO NOT turn off either of the two devices while the instrument is accessing data (for example, during saving and elimination operations). Otherwise the data of one of the two devices could be damaged.

ATTENTION: Some USB memory devices could require more power than that which is supplied by the instrument and therefore could set off the overloading protection function making it impossible to use the device. To restore normal functioning, remove the USB device from the USB TO DEVICE port, turn off the instrument and then turn it back on. Some devices, such as a USB Hard Disk, are not supported as they absorb too much power. Do not connect them.

Data protection (write protection switch)

Some *USB Flash Drive* memory devices are equipped with a write protection switch. In order to prevent accidental cancellation of important data saved in the *USB Flash Drive* memory, turn the write protection switch on the device to the "protection" position. To save data, make sure that the write protection switch is on "writing".

How to find the MIDI files

On the Web or in music shops, you can find a countless number of midi files of all types of Classical or Modern songs that can you can listen to with the keyboard or use as orchestra backing tracks to play a melody.
NB: Sometimes the midi files found on Internet were done for special Midi instruments or devices which do not respect the MIDI standard or else have special added functions just for those products. In these cases, the song might not be reproduced with the same sounds or effects as the original. In any event, the keyboard respects the standard GM, with the addition of many commonly used functions visible on the map found on the instrument's manual.

Messages on the display

Usb FD Err: USB Flash Drive error

Reading: USB Flash Drive is reading

Please wait: Standby request

Write error: USB Flash Drive writing error

FileTooBig: S.M.F. too big to be uploaded in the memory

MidiFileErr: S.M.F. error

17. KARAOKE

TK 89 is capable of reading the texts of the songs inside the *USB Flash Drive*, realised in the most widespread formats. Thanks to the built-in video interface, you just need to connect the keyboard to a normal TV set to view the words on the screen which will light up in various colours, synchronised with the music.

VIDEO connection

Use the video cable supplied with the instrument to connect the keyboard to a TV set as shown:

- Turn the TV on and do what is needed to select the video input terminal (usually AV).
- Turn the keyboard on.

yellow VIDEO connector

video cable included
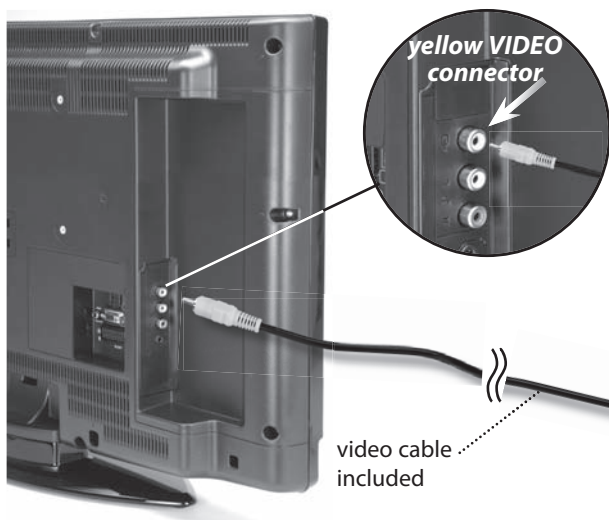
If the TV does not have a VIDEO socket (yellow) but only the SCART socket, the user must have a SCART VIDEO INPUT adapter. In this case, the connection will be performed as shown in the figure:

SCART VIDEO INPUT adapter (NOT included)

video cable included
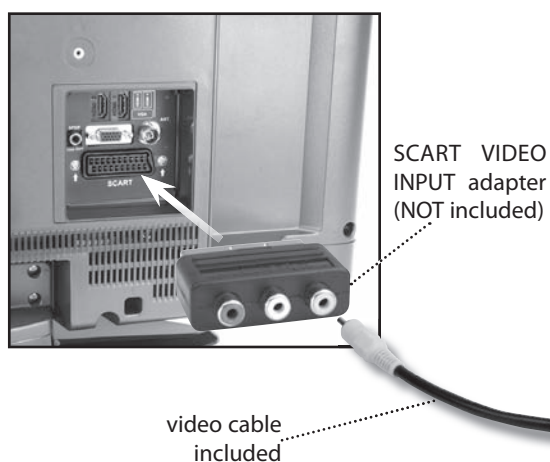
IMPORTANT:

Consult the documentation attached to the TV set for information on how to configure the required settings.

A television normally supports NTSC or PAL as colour systems. The system supported by the keyboard corresponds to the one used in the geographical area where the keyboard was purchased.

AUDIO connection

The AUDIO output (AUDIO L/R) of the keyboard can be connected to the AUDIO input of a TV or of an external amplifier through the relevant cable (not included).

TV AUDIO connectors

Audio cable not included

external amplification
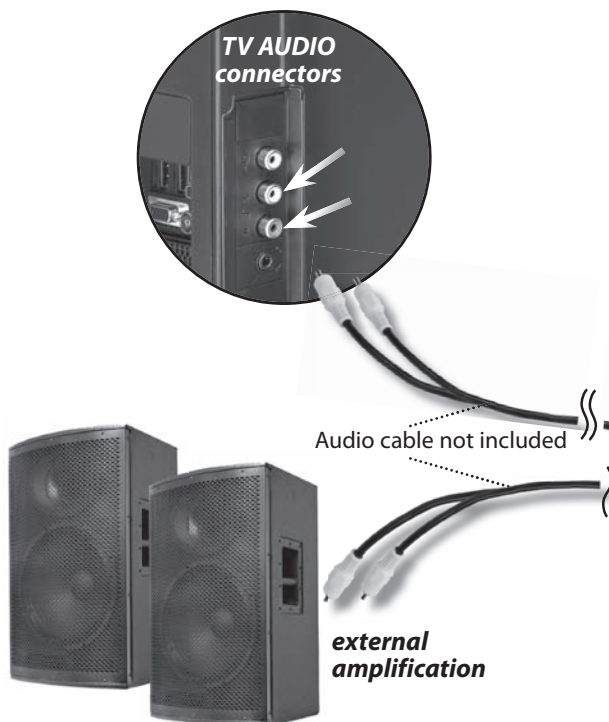
19. SYNTH SOUNDS SECTION

The SYNTH SOUNDS section includes sounds from **201** to **216** which can be programmed using the "*FARFISA Synth Sound Maker*" program uploaded on a PC.
To restore the original sounds, type **42 Clear Synth**.
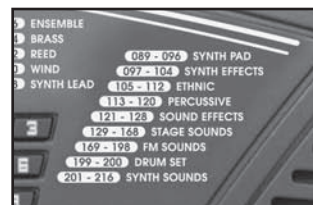
The "FARFISA Synth Sound Maker" program

How to download the "FARFISA Synth Sound Maker" program from the website www.farfisa.eu

Enter the site **www.farfisa.eu**. Point the mouse on "*Keyboards*" and click TK 89; Go to the list "*Main Features*" and click "*16 Synth Sounds editable by computer interface*". Then click "*Download Synth Sound Maker*" and follow the instructions to download the program and to install it on the PC (Windows XP, Vista, Windows 7 operative systems).
Connect the TK 89 keyboard to the PC using the provided USB cable.
First turn on the keyboard and then open "*FARFISA Synth Sound Maker*" . The PC will display the following mask:

The entries at the top left: "MIDI Out", "Zoom" and "Help"

MIDI Out: to select "USB Speaker", if the setting is not automatic;

Zoom: to enlarge or reduce visualisation of the mask on the PC

Help: indicates the version of the "*FARFISA Synth Sound Maker*" program

On / Off

Turning on and off. To activate the program, click the **On / Off** lever.
The LED turns on. To turn it off, click the **On / Off** lever. The LED turns off.

Master Volume

To adjust the general volume, turn the **Master volume** knob.

N.B.: To adjust volume using the knob-shaped controls, hold the left button of the mouse at the centre of the knob and move the mouse up or down to increase or decrease the value highlighted with the numbers 0 to 127. Or else click with the right button of the mouse inside the internal peripheral area of the knob to obtain the immediate value.

To listen to the sound, click the keys of the keyboard displayed on the PC or on your keyboard.

Sound selection

Point the mouse on the small 'triangle' below the writing **PRESET**, where initially there is the name "**Big Brass**". Click to view the list of the 16 sounds already programmed by the manufacturer.
Choose a sound and click the keys on the keyboard to listen to the new timbre. Every time a sound is changed, the values of the various parameters are updated and displayed automatically.

The arrows "<" and ">" allow you to select the sounds going back and forth.

The number of the sound selected is displayed with the numbers below the small triangle ($\triangledown$). For example, "1/16" means that the 1st sound of the 16 has been selected.

PRESET section

'Triangle' ($\triangledown$) – To select a sound on the list

< > - To select a sound moving back and forth

Change name – To assign the name to a new sound; type the new name and then click Enter.

File – To save or recall a sound from a folder in the PC

   Save Sound – To save a sound with new parameters in the desired folder

   Load Sound – To recall a sound from a folder in the PC

   Save all Sound - To save the sound block in a folder of the PC

   Load all Sound – To recall the sound block from a folder of the PC

Store to keyb. – It transfers all the parameters of the sound selected to one of the 16 sound locations (SOUND 201 - 216) of the TK89.

The new sound with the changed parameters stays in the memory even if the instrument turns off.
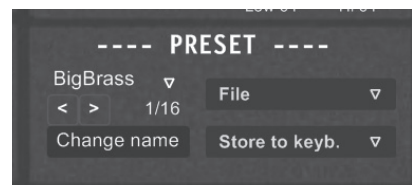
OSCILLATOR 1 and OSCILLATOR 2 sections:

OSCILLATOR 1 **-** To set the parameters of Oscillator number 1

   VOLUME - To adjust the volume of the wave shape of oscillator 1
      Wave shape – To choose among 4 wave shapes: Sinusoidal, Saw tooth, Triangular and Square

   Octave - To set the sound octaves, -1 for lower pitches or +1, +2 o +3 for higher pitches.

   Semitone - To set the semitone from 0 to +11. For higher or lower semitones, move the octave and then fix the desired semitone.

   AMPLITUDE ENVELOPE - To set the amplitude envelope parameters.
   The parameters are **ATTACK**, **DECAY**, **SUSTAIN** and **RELEASE**.

   FILTER - To set the filter parameters.
   The parameters are:
      CUT OFF - To adjust the filter cut frequency
      RESONANCE - To adjust the brightness of the filter
      VIBRATO - To set the depth of the vibrato

   FILTER ENVELOPE - To set the parameters of the filter envelope.
      ATTACK - to set the attack of the filter envelope
      DECAY - to set the decay
      SUST. - to set sustain
      RELEASE - to set release.

OSCILLATOR 2 - To set the parameters of Oscillator number 2.
   The parameters of oscillator 1 and 2 have the same names but are set differently. They allow to obtain an infinite number of combinations.

GENERAL PARAMETERS section - To set the parameters of the effects

REVERB and CHORUS effects

The sounds created can be enhanced by adding Reverb and Chorus effects.

REVERB - **8** different types of Reverberation can be chosen:
Room 1, *Room 2*, *Room 3*, *Hall 1*, *Hall 2*, *Plate*, *Delay* and *Pan Delay*.
For this selection, click on the small triangle at the right of the writing REVERB and select one of the 8 effects.
The **AMOUNT**, **DELAY** and **TIME** parameters can set the values of the selected effect.
  AMOUNT - to adjust the amount of Reverberation
  DELAY - to adjust the delay
  TIME - to set the time length.
The DELAY parameter works only for the "Delay" and "Pan delay" effects.

CHORUS - **8** different types of Chorus effects can be chosen:
Chorus 1, *Chorus 2*, *Chorus 3*, *Chorus 4*, *Feedback*, *Flanger*, *Short Delay* and *Feedback Delay*
For this selection, click on the small triangle at the right of the writing CHORUS and select one of the 8 effects.
The **AMOUNT**, **FB**, **DELAY** and **DEPTH** parameters can set the values of the selected effect.
  AMOUNT - to adjust the amount of chorus
  FB (FeedBack) - to adjust the amount of signal feedback effect
  DELAY - to adjust the delay
  DEPTH - to adjust the depth of the modulations.

PORTAMENTO - The Portamento creates a pitch slide. It is activated by clicking the **On / Off** lever of PORTAMENTO. The LED turns on. To set the speed of the pitch slide, move the mouse on the **TIME** knob and set the desired value. To check the effect, first try to play a key on the right side of the keyboard and then one on the left, or vice versa.

EQUALIZER - The Equalizer acts on the LOW keys and on the high (HI) keys. To change the low keys, move the mouse on the **LOW** cursor up or down. To change the high keys, move the mouse on the **HI** cursor.

Parameter variations are more or less evident depending on the wave shape and the values assigned to the amplitude envelopes and to the filter envelopes.

How to program a sound

Example: sound xxxxx, assign the values carried to each parameter.

OSCILLAT. 1		OSCILLAT. 2		GENERAL PARAMETERS	
VOLUME	113	VOLUME	87	REVERB	Pan Delay
WAVE SHAPE	Square	WAVE SHAPE	Triangle	AMOUNT	42
OCTAVE	1	OCTAVE	0	DELAY	40
SEMITONE	0	SEMITONE	0	TIME	61
AMP. ENVEL.		**AMP. ENVEL.**		CHORUS	Flanger
ATTACK	60	ATTACK	48	AMOUNT	78
DECAY	74	DECAY	64	FB	71
SUSTAIN	18	SUSTAIN	47	DELAY	96
RELEASE	64	RELEASE	71	DEPTH	82
FILTER		**FILTER**		**PORTAMENTO**	
CUT OFF	86	CUT OFF	32	TIME	52
RESONANCE	115	RESONANCE	104	ON / OFF	ON
VIBRATO	91	VIBRATO	24		
FILTER ENV.		**FILTER ENV.**		**EQUALIZER**	
ATTACK	57	ATTACK	26	LOW	111
DECAY	85	DECAY	49	HIGH	27
SUSTAIN	25	SUSTAIN	25		
RELEASE	87	RELEASE	75		

"FARFISA Synth Sound Maker" parameter table

20. TROUBLE SHOOTING GUIDE

PROBLEM	*POSSIBLE CAUSE AND SOLUTION*
It does not switch on	*Problem with the power supply.* *Connect the adaptor correctly. Ensure that the battery poles (+/–) are facing the correct direction, and control that the batteries are charged.*
No sound when the keyboard is played.	*The volume is set at a level that is too low.* *Use the VOLUME MASTER keys to raise the volume.*
The automatic accompaniment does not play.	*The accompaniment volume is set at 0.* *Use the VOLUME SECTION keys to raise the volume.*
No sound is produced when the MIDI data are reproduced from a computer.	*The USB-MIDI cable is not connected properly.* *Connect the USB-MIDI cable properly. Set MIDI DEVICE correctly.*
Reproduction on the keyboard produces an unnatural sound when the keyboard is connected to a computer.	*The MIDI THRU function of the computer is activated.* *Deactivate the MIDI THRU function of the computer.*
When a mobile phone is used you can hear a noise.	*The use of a mobile phone near to the computer may cause interference. To prevent this problem, switch the mobile phone off or use it at a distance from the keyboard.*
No sound is produced even when the keyboard is played or reproducing a song.	*Control that the headphones are not connected to the PHONES/OUTPUT socket of the rear panel. When headphone is connected to this socket, no sound is transmitted.*
Sound timbre changes from one note to the next.	*The method of sound generation uses multiple recordings (samples) of one instrument on the whole extension of the keyboard. It is therefore normal that the sound of the voice differs slightly from note to note.*
Any other anomalies.	*Switch off and then switch back on after a few seconds.*

Attention: To avoid annoying whistling (Larsen effect), do not hold the microphone close to the speaker.

21. MAINTENANCE AND REMARKS

When using electrical products, basic precautions must be followed, including the following:

1. Read all the instructions before using the product.
2. When the product is used by children, supervision by an adult is advised.
3. Do not use the product near water, for example near a bath tub, washbowl, kitchen sink, or near a swimming pool etc., or in a wet or humid basement.
4. When connecting to the mains supply ensure that:
   a) your hands are not wet (to avoid electric shocks);
   b) do not pull on the cable.
5. This product, either by itself, or when connected to an external amplifier and headphones or speakers, is capable of producing sound levels that can cause damage to hearing. Do not operate it for a long period of time at high volume levels or in any case at an uncomfortable volume level. Especially when using headphones, always moderate the volume.
6. The product should be positioned so that it's location will provide adequate ventilation.
7. The product should be positioned away from heat sources such as radiators, heaters or other products that produce heat.
8. This product should only be connected to a power supply of the voltage corresponding to that shown on the label on the instrument using an AC/DC adaptor. This label, containing all electrical data, relevant warning messages and the instrument identification data, can be found on the underside of the product.
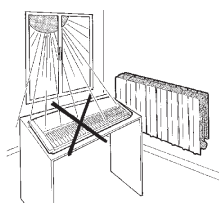
9. If the product is not used for long periods, the AC/DC adaptor should be unplugged from mains.
10. The adaptor must be connected directly to the mains supply without any other plugs.
11. Do not obstruct the air entry points of the feeder with objects such as curtains, cloths, etc.
12. Do not place the adaptor behind furniture or in hidden places.
13. Do not place sticky or adhesive objects on the keyboard, such as burning candles.
14. Care should be taken to avoid foreign objects falling into or liquid being spilt into the inside of the instrument through any of the slots or openings in the case.
15. Ensure that the adapter is sufficiently ventilated and that the ventilation slits are not covered with objects such as newpapers, tablecloths, curtains, etc..
16. Do not expose the keyboard or the adaptor to drops or sprays of any kind of liquid.
17. This product should be referred to an approved service centre when: **a)** It has been exposed to rain. **b)** It appears to operate incorrectly or shows a marked change in performance. **c)** It has been dropped or if the case has been damaged. **d)** Objects have fallen into the instrument or liquid has been spilt into or over it. **e)** The AC/DC adaptor has been damaged.
18. Never attempt to repair your instrument yourself. Any operation should be referred to authorized personnel, otherwise the guarantee will be declared void.
19. Do not use alcohol, solvents or similar chemical substances for cleaning. Use a soft cloth dampened in a bland solution of water and neutral detergent. Dip the cloth in the solution and then wring it until it is nearly dry.
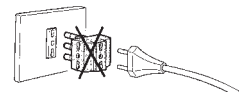
• *Keep this manual for future reference* •

22. CONNECTION OF THE KEYBOARD TO A PERSONAL COMPUTER

What is MIDI?

The acronym MIDI is the abbreviation of "*Musical Instrument Digital Interface*" and represents a standard for the transmission of data via cables between an electronic musical instrument and a personal computer or another electronic musical instrument.

The General Midi (GM) system

This keyboard adopts the General Midi (GM) system, a standard which allows users to receive or send data in MIDI format to a personal computer or to another keyboard without compatibility problems between musical instruments of different brands.

The TK 89 keyboard is equipped with a USB-MIDI plug for connection to the personal computer.

The connection takes place using the cable supplied as shown in the figure:
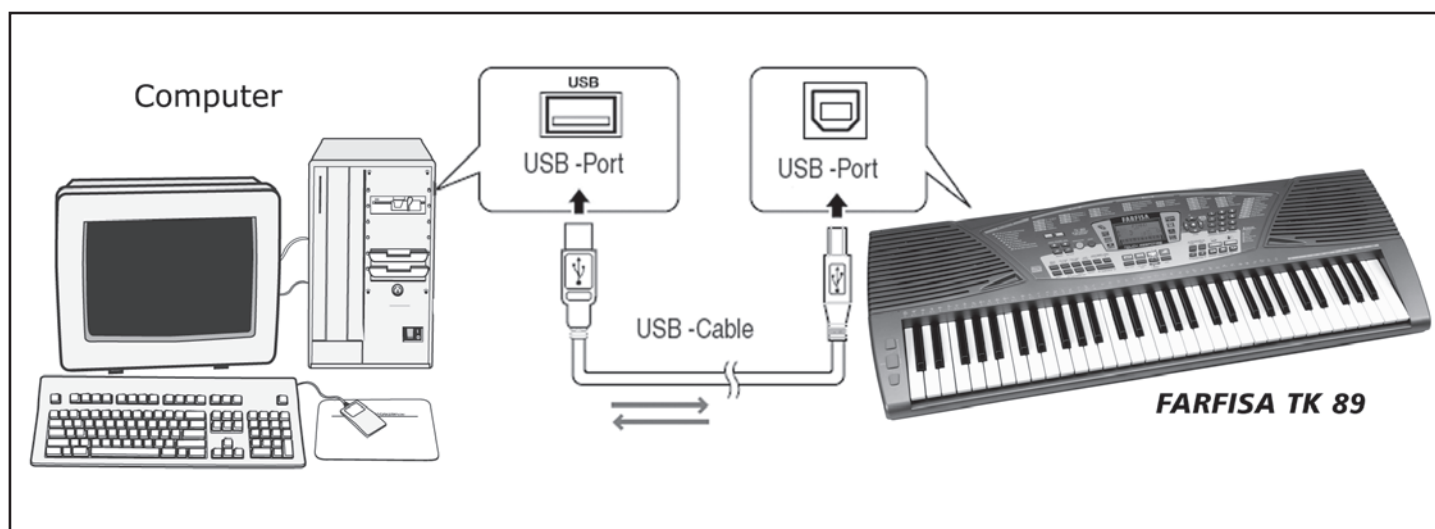
Minimum system requirements

Personal computer with Pentium 3 800Mhz processor equipped with USB plug. Windows XP, Windows Vista or Windows 7 operative system.

Procedure for connection to the computer

Prior to connecting the keyboard, make sure that the computer is switched on and the keyboard switched off.
Carry out the connection with the **cable supplied**. Switch on the instrument.
After a few seconds, a series of messages will appear on the computer:
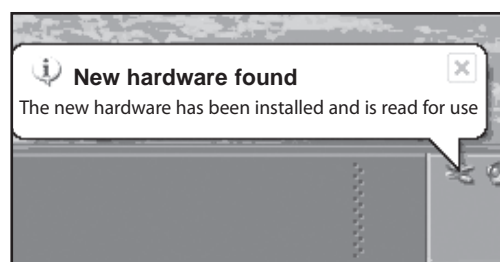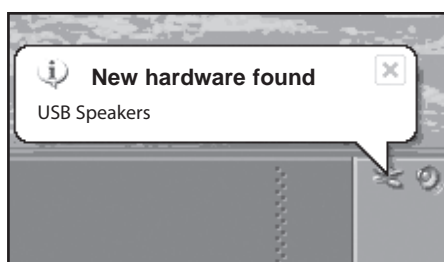
At this point, the keyboard is correctly connected and recognised by the computer.

Note: The recognition of the keyboard by the computer takes places during the first connection; in subsequent connection no message will appear. Only the characteristic sound produced by the computer to indicate the insertion of a USB device will be heard.

Attention:
If the keyboard is not recognised by the computer and a USB device not recognised error message appears, repeat the operation. If the problem persists, check that the minimum requirements are respected.

Reproduction of a Midi file using Windows Media Player

"Windows Media Player" is included in the Windows packet. It is a program that can read Midi files and send the notes to the Farfisa keyboard connected to the computer.

To perform a MIDI file using "Windows Media Player" follow the operations below:

- Open the "Windows Media Player" program

- In the most recent versions the program does not have the "Open file" option. In this case, press CTRL M (Control M). This control shows a classical menu in which the open file option is displayed.

- Select File | Open | nomefile.mid where "nomefile. mid can be any MIDI file (as for example the file C:\ WINDOWS\Media\fluorish.mid,   present   in Windows XP can be selected) and send it to be executed.

- To listen to the piece, press the Play (▶) button situated in the lower centre; Press the Stop button (■) to stop it.

• The keyboard will play the selected sequence.
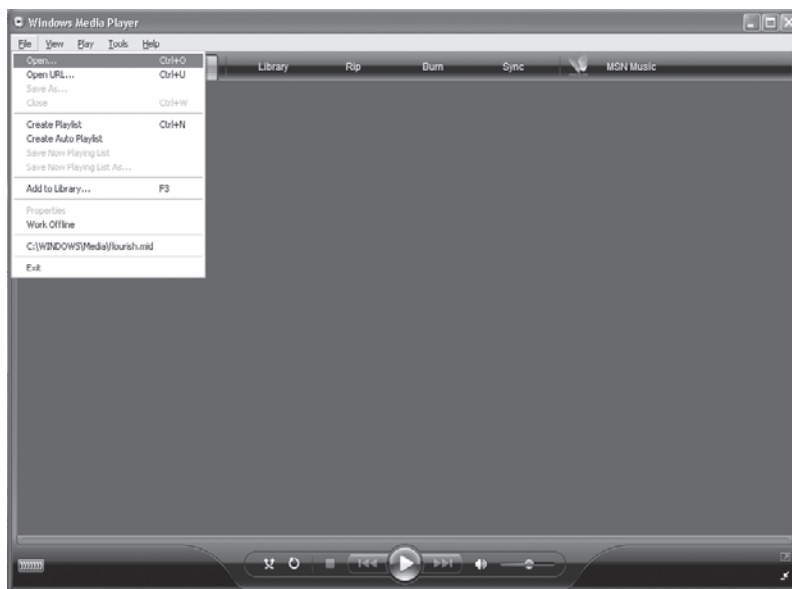
Usable Programmes

In addition to WINDOWS Media Player, many other computer programmes are commercially available. They offer the possibility to expand the range of functions of the keyboard. Some allow the registration of pieces in Midi format. In other cases, it is possible to register on the computer what is being played on the keyboard. Later, the piece can be replayed, and its musical score can be visualised or printed. It is also possible to correct errors, change sounds, etc.
Many of these software programmes are also available on the Internet in Demo or Shareware format.

How to find the Midi Files

On the Internet or in music stores, countless Midi Files can be found for modern or classical music of all kinds. They can be played with the keyboard, or used as an orchestral base to play a melody.

Note: The Midi Files available on the Internet have sometimes been made for specific instruments. Some are Midi devises that do not respect the MIDI standard, others have their own specific additional functions. In such cases, it is possible that the musical piece will not be played with the same sounds and effects that are supposed to be used. In any event, the keyboard respects the GM standard, and has many commonly used functions that can be seen on the map on the instrument's manual.

Attention:
- If the keyboard or the computer freeze, switch off both devices and then switch on the keyboard again.
- Correct operation cannot be guaranteed if the instrument is switched off or the USB cable disconnected while a MIDI application is operational.
- Leave at least 10 seconds between switching off and switching on the keyboard and between the disconnection and connection of the USB cable.
- Make sure that the Midi application is closed prior to switching off the instrument of disconnecting the USB cable. If this should happen, close the Midi application, switch off instrument then switch it back on again and restart the Midi application.

23. FREE MUSICAL SOFTWARE DOWNLOADABLE FROM INTERNET

On the www.farfisa.eu site, free musical software is available, with instructions in various languages, to download onto your computer to record, modify and listen to MIDI musical tracks again using the keyboard.

24. STYLES

FAMILY	STYLES LIST		FAMILY	STYLES LIST
8/16 BEAT **001 - 008**	**001** 8 BEAT 1 **002** 8 BEAT 2 **003** 8 BEAT 3 **004** 8 BEAT 4 **005** 16 BEAT 1 **006** 16 BEAT 2 **007** 16 BEAT 3 **008** POP BALLAD		**LATIN 1** **066 - 074**	**066** SAMBA 1 **067** SAMBA 2 **068** BOSSA **069** SALSA 1 **070** SALSA 2 **071** CHA CHA CHA 1 **072** CHA CHA CHA 2 **073** MERENGUE 1 **074** MERENGUE 2
ROCK **009 - 014**	**009** ROCK **010** HARD ROCK **011** NEW AGE **012** SOUL **013** FUNKY **014** ACID		**LATIN 2** **075 - 083**	**075** MAMBO **076** REGGAE **077** BOLERO **078** CUMBIA **079** GUARACHA **080** BACHATA **081** CALYPSO **082** LAMBADA **083** MACARENA
DANCE **015 - 023**	**015** TECHNO **016** HOUSE **017** RAP **018** SKA **019** DISCO 70 **020** DISCO 1 **021** DISCO 2 **022** DISCO SAMBA **023** HULLY GULLY		**ORIENTAL** **084 - 087**	**084** 7 / 8 LAZ **085** BOLORO **086** ISTSOKAK **087** SOPAR
SWING **024 - 032**	**024** BIG BAND 1 **025** BIG BAND 2 **026** ELECTRIC JAZZ **027** FAST SWING **028** JAZZ BLUES **029** SHUFFLE **030** FOXTROT 1 **031** FOXTROT 2 **032** JAZZ WALTZ		**PIANIST** **088 - 095**	**088** 8 BEAT **089** 16 BEAT **090** BALLAD **091** ROMANTIC **092** SWING **093** BLUES **094** ROCK'N ROLL **095** BOSSANOVA
AMERICA **033 - 044**	**033** BLUES **034** ROCK'N ROLL **035** CHARLESTON **036** DIXIE **037** QUICK STEEP **038** BOOGIE 1 **039** TWIST **040** RHYTHM & BLUES **041** BLUE GRASS **042** COUNTRY WEST **043** COUNTRY WALTZ **044** STEELER		**DJ STYLES** **096 - 100**	**096** DJ GARAGE **097** DJ HIP HOP **098** DJ PROGRESSIVE **099** DJ TECHNO **100** DJ TRIBE
TRADITIONAL 1 **045 - 054**	**045** FOLK WALTZ **046** WALTZ **047** MUSETTE **048** WIEN WALTZ **049** SYMPH. WALTZ **050** SLOW WALTZ 1 **051** SLOW WALTZ 2 **052** MAZURKA **053** TANGO **054** POLKA		**SONG STYLES** **101 - 125**	**101** SLOW ROCK 3 **102** OLD TIME **103** CLARINET **104** JUG BIG BAND **105** SUN ROCK **106** U.S. MARCH **107** HAWAIAN **108** RHUMBA 3 **109** POLISH WALTZ **110** STELLE **111** GOSPEL **112** XMAS WALTZ **113** NAPOLI 1 **114** NAPOLI 2 **115** NAPOLI 3 **116** CAN CAN **117** SLOW WALTZ 3 **118** SLOW WALTZ 4 **119** ROMANZE **120** JINGLE BELLS **121** SILENT NIGHT **122** RANCHERO **123** XMAS TREE **124** MINUETTO **125** JOY TO THE WORLD
TRADITIONAL 2 **055 - 065**	**055** PASO DOBLE **056** MARCH **057** MARCH 6/8 **058** BALLAD **059** RHUMBA 1 **060** RHUMBA 2 **061** BEGUINE **062** HAPPY POLKA **063** SLOW ROCK 1 **064** SLOW ROCK 2 **065** TARANTELLA			

25. SOUNDS

FAMILY	SOUNDS LIST
PIANO 001 - 008	**001** GRAND PIANO **002** BRIGHT PIANO **003** EL. GRD PIANO **004** HONKY TONK **005** EL. PIANO 1 **006** EL. PIANO 2 **007** HARPSICHORD **008** CLAVINET
CHROM PERCUSSION 009 - 016	**009** CELESTA **010** GLOCKENSPIEL **011** MUSIC BOX **012** VIBRAPHONE **013** MARIMBA **014** XYLOPHONE **015** TUBULAR BELLS **016** DULCIMER
ORGAN 017 - 024	**017** DRAWBAR ORGAN **018** PERCUSS. ORGAN **019** ROCK ORGAN **020** CHURCH ORGAN **021** REED ORGAN **022** ACCORDION **023** HARMONICA **024** TANGO ACCORD.
GUITAR 025 - 032	**025** NYLON GUITAR **026** STEEL GUITAR **027** JAZZ GUITAR **028** CLEAN GUITAR **029** MUTED GUITAR **030** OVERDR. GUITAR **031** DISTORT. GUITAR **032** HARMON. GUITAR
BASS 033 - 040	**033** ACOUSTIC BASS **034** FINGER BASS **035** PICKED BASS **036** FRETLESS BASS **037** SLAP BASS 1 **038** SLAP BASS 2 **039** SYNTH BASS 1 **040** SYNTH BASS 2
STRINGS 041 - 048	**041** VIOLIN **042** VIOLA **043** CELLO **044** CONTRABASS **045** TREMOLO STR **046** PIZZICATO STR **047** HARP **048** TIMPANI
ENSEMBLE 049 - 056	**049** STRINGS ENSEMBLE 1 **050** STRINGS ENSEMBLE 2 **051** SYNTH STRINGS 1 **052** SYNTH STRINGS 2

FAMILY	SOUNDS LIST
ENSEMBLE 049 - 056	**053** CHOIR AAHS **054** VOICE OOHS **055** SYNTH VOICE **056** ORCHESTRA HIT
BRASS 057 - 064	**057** TRUMPET **058** TROMBONE **059** TUBA **060** MUTED TRUMPET **061** FRENCH HORN **062** BRASS SECTION **063** SYNTH BRASS 1 **064** SYNTH BRASS 2
REED 065 - 072	**065** SOPRANO SAX **066** ALTO SAX **067** TENOR SAX **068** BARITONE SAX **069** OBOE **070** ENGLISH HORN **071** BASSOON **072** CLARINET
WIND 073 - 080	**073** PICCOLO **074** FLUTE **075** RECORDER **076** PAN FLUTE **077** BLOWN BOTTLE **078** SHAKUHACHI **079** WHISTLE **080** OCARINA
SYNTH LEAD 081 - 088	**081** SQUARE **082** SAWTOOTH **083** CALLIOPE **084** CHIFFER LEAD **085** CHARANG **086** LEAD VOICE **087** FIFTHS SAW **088** BASS LEAD
SYNTH PAD 089 - 096	**089** NEW AGE **090** WARM PAD **091** POLYSYNTH **092** SPACE VOICE **093** BLOWED GLASS **094** METALLIC PAD **095** HALO PAD **096** SWEEP PAD
SYNTH EFFECTS 097 - 104	**097** ICE RAIN **098** SOUNDTRACK **099** CRYSTAL **100** ATMOSPHERE **101** BRIGHTNESS **102** GOBLINS **103** ECHO DROPS **104** SCI-FI

SOUNDS

FAMILY	SOUNDS LIST
ETHNIC 105 - 112	**105** SITAR **106** BANJO **107** SHAMISEN **108** KOTO **109** KALIMBA **110** BAG PIPE **111** FIDDLE **112** SHANAI
PERCUSSIVE 113 - 120	**113** TINKLE BELL **114** AGOGO **115** STEEL DRUMS **116** WOODBLOCK **117** TAIKO DRUM **118** MELODIC TOM **119** SYNTH DRUM **120** REVERSE CYMBAL
SOUND EFFECTS 121 - 128	**121** GUITAR FRET N. **122** BREATH NOISE **123** SEASHORE **124** BIRD TWEET **125** TELEPHONE RING **126** HELICOPTER **127** APPLAUSE **128** GUN SHOT
STAGE SOUNDS 129 - 168	**129** REAL PIANO **130** PIANO STRINGS **131** PIANO PAD **132** DYN EL. PIANO **133** EL. PIANO PAD **134** GRAND ELECTRIC **135** STAGE EL. PIANO **136** PAD EL PIANO **137** SPACE PIANO **138** HARPSY SYNTH **139** FULL ORGAN **140** BIG PERCUSSION **141** BIG PIPE **142** PIPE CHORUS **143** MASTER FISA **144** SPACE FISA **145** STAGE ACCORDION **146** STRINGS TREMOLO **147** 12 STRINGS GUITAR **148** FOLK GUITAR **149** SPANISH GUITAR **150** WARM GUITAR **151** BIG SYNTH **152** VIOLIN ENSEMBLE **153** FAT STRINGS **154** ORCHESTRA **155** SWEET **156** ORIENTAL **157** FAT BRASS **158** FANFARE **159** BRASSIN' **160** ALIEN

FAMILY	SOUNDS LIST
STAGE SOUNDS 129 - 168	**161** HARP ENSAMBLE **162** PIZZICO **163** SAX ENSAMBLE **164** CARILLON **165** BAROQUE **166** TITANIC **167** PUFF ORGAN **168** JAZZ CLUB
FM SOUNDS 169 - 198	**169** DX ORCHESTRA **170** SYNTH BELL **171** SYNTH BRASS **172** OLD GUITAR **173** SYNTH BASS 3 **174** 80'S PIANO **175** THUMB BASS **176** FARFISA **177** CHINA HARP **178** ARMONIUM **179** SOLINA **180** TOY PIANO **181** SINE **182** RICE SYNTH **183** LEAD SYNTH **184** SYNTH 1 **185** SYNTH 2 **186** HARD SYNTH **187** FM PAD **188** SYNTH HORN **199** FM EL. GUITAR **190** WARM EL. PIANO **191** PERCUSSION **192** GOSPEL ORCH. **193** FM HARPSY **194** TB BASS **195** LITURGIC **196** ALIEN CHORUS **197** OLD PADS **198** ATMOSPHERE
DRUM SET 199 - 200	**199** STANDARD DRUM **200** POWER DRUM
SYNTH SOUNDS 201-216	**201** BIG BRASS **202** TOTO BRASS **203** BRASS STRINGS **204** BIG STRINGS **205** ORGAN 1 **206** ORGAN 2 **207** WARM **208** ORGAN PAD **209** GHOST **210** FIVE PAD **211** ACID LINE **212** APRIL **213** BIG LEAD **214** MINI LEAD **215** ANGRY LEAD **216** DEEP PASS

26. SONGS)

SONG TITLE	TK 89 SONG N°	MUSIC BOOK SONG N°	SONG TITLE	TK 89 SONG N°	MUSIC BOOK SONG N°
'O SOLE MIO	001	x	HOME ON THE RANGE	026	074
TORNA A SURRIENTO	002	x	DARK EYES	027	076
FUNICULÌ FUNICULÀ	003	x	YANKEE DOODLE	028	087
SANTA LUCIA	004	010	RED RIVER VALLEY	029	088
HOUSE OF THE RISING SUN	005	x	LIGHTLY ROW	030	095
FUCHS DIE GANS GESTOHLEN	006	x	THE FARMER IN THE DELL	031	096
MICHAEL ROW THE BOAT	007	x	SUM SUM SUM	032	x
J'AI PERDU LE DO	008	x	LONG LONG AGO	033	x
TROIKA	009	x	LA CUCARACHA	034	006
WHEN THE SAINTS…	010	039	ALOHA OE	035	x
SIPPIN' CIDER	011	x	CARIOCA	036	x
DANNY BOY	012	x	ECHO AUS TIROL	037	x
I'VE BEEN WORKING	013	x	CAN CAN	038	021
LITTLE BROWN JUG	014	x	CIELITO LINDO	039	041
SHE WORE A YELLOW RIBBON	015	x	KATJUSCHA	040	044
TURKEY IN THE STRAW	016	x	ANNIE LAURIE	041	x
MY OLD KENTUCKY HOME	017	x	MY BONNIE	042	x
JAMAICA FAREWELL	018	x	AURA LEE	043	059
SZLA DZIEWECZKA	019	x	MEXICAN HAT DANCE	044	085
WALTZING MATILDA	020	x	KOMM LIEBER MAI	045	093
OH! SUSANNA	021	063	UNDER THE CHESTNUT TREE	046	x
MY DARLING CLEMENTINE	022	066	GRANDFATHER'S CLOCK	047	x
JOHN BROWN BODY	023	068	ARIA SULLA IV CORDA	048	008
MY LORD WHAT A MORNING	024	072	SYMPHONY N.5 (ADAGIO)	049	x
THE CAMPTOWN RACES	025	073	MOZART OP.40	050	036

SONGS

SONG TITLE	TK 89 SONG N°	MUSIC BOOK SONG N°	SONG TITLE	TK 89 SONG N°	MUSIC BOOK SONG N°
TRÄUMEREI	051	037	HAPPY BIRTHDAY	076	007
PRIMAVERA	052	038	ALOUETTE	077	060
RADETZKY MARCH	053	040	LONDON BRIDGE	078	062
DANZA DELLE ORE	054	042	MARY HAD A LITTLE LAMB	079	064
IL BRINDISI	055	043	TWINKLE LITTLE STAR	080	065
RONDÒ	056	045	FRERE JACQUES	081	070
MINUETTO	057	061	SUR LE PONT D'AVIGNON	082	086
ODE AN DIE FREUDE	058	069	WIENER BLUT	083	x
MELODIA	059	071	ÜBER DEN WELLEN	084	x
SONATINE IN G	060	077	FRÜHLINGSTIMMEN	085	x
POLOVETZIAN DANCE	061	078	WIEGENLIED	086	x
MINUETTO IN G	062	079	ROSE DEL SUD	087	023
ALLEGRO APPASSIONATO	063	081	FASCINATION	088	024
ANDANTE	064	082	AULD LANG SYNE	089	x
CANTATA	065	092	FRÖHLICHER LANDMANN	090	x
WE WISH YOU A MERRY XMAS	066	x	LIEBESTRAUM	091	x
TU SCENDI DALLE STELLE	067	x	DIE FLEDERMAUS	092	x
SILENT NIGHT	068	009	ACH DU LIEBER AUGUSTIN	093	x
JINGLE BELLS	069	020	WALTZ FROM SWAN LAKE	094	067
ROMANZE IN F	070	022	DU, DU LIEGST MIR IM HERZEN	095	075
GREENSLEEVES	071	025	WILDER REITER	096	080
OH! CHRISTMAS TREE	072	026	ONDE DEL DANUBIO	097	089
JOY TO THE WORLD	073	x	BARCAROLLE	098	090
O COME ALL YE FAITHFULL	074	083	IL CARNEVALE DI VENEZIA	099	091
GOOD KING WENCESLAS	075	084	LA DONNA È MOBILE	100	094

27. DRUM SET TABLE (MIDI CHANNEL 10)

		Program Change 1 HQ STANDARD SET 1 Drum SET 90-199	Program Change 9 HQ ROOM SET Drum SET 91	Program Change 17 HQ POWER SET Drum SET 92-200	Program Change 25 HQ ELECTRIC SET Drum SET 93
27	D#1	High Q			
28	E1	Slap			
29	F1	Scratch Push			
30	F#1	Scratch Pull			
31	G1	Sticks			
32	G#1	Square Click			
33	A1	Metronome Click			
34	A#1	Metronome Bell			
35	B1	HQ STD1 Kick2	HQ Room Kick2	HQ Power Kick2	HQ Elec Kick2
36	C2	HQ STD1 Kick1	HQ Room Kick1	HQ Power Kick1	HQ Elec Kick1
37	C#2	Side Stick			
38	D2	HQ STD1 Snare1	HQ Room Snare1	Gated Snare	Elec SD
39	D#2	Hand Clap			
40	E2	Snare Drum 2	HQ Room Snare1	HQ Power Snare1	HQ Elec Snare1
41	F2	HQ Low Floor Tom	HQ Power Low Tom2	HQ Power Low Tom2	Elec Low Tom2
42	F#2	Closed Hi Hat [EXC1]			
43	G2	HQ High Floor Tom	HQ Power Low Tom1	HQ Power Low Tom1	Elec Low Tom1
44	G#2	Pedal Hi-Hat [EXC1]			
45	A2	HQ Low Tom	HQ Power Mid Tom2	HQ Power Mid Tom2	Elec Mid Tom2
46	A#2	Open Hi-Hat [EXC1]			
47	B2	HQ Low-Mid Tom	HQ Power Mid Tom1	HQ Power Mid Tom1	Elec Mid Tom1
48	C3	HQ Hi Mid Tom	HQ Power Hi Tom2	HQ Power Hi Tom2	Elec Hi Tom2
49	C#3	Crash Cymbal 1			
50	D3	HQ High Tom	HQ Power Hi Tom1	HQ Power Hi Tom1	Elec Hi Tom1
51	D#3	Ride Cymbal 1			
52	E3	Chinese Cymbal			Reverse Cymbal
53	F3	Ride Bell			
54	F#3	Tambourine			
55	G3	Splash Cymbal			
56	G#3	Cowbell			
57	A3	Crash Cymbal 2			
58	A#3	Vibraslap			
59	B3	Ride Cymbal 2			
60	C4	Hi Bongo			
61	C#4	Low Bongo			
62	D4	Mute Hi Conga			
63	D#4	Open Hi Conga			
64	E4	Low Conga			
65	F4	High Timbale			
66	F#4	Low Timbale			
67	G4	High Agogo			
68	G#4	Low Agogo			
69	A4	Cabasa			
70	A#4	Maracas			
71	B4	Short Whistle[EXC2]			
72	C5	Long Whistle[EXC2]			
73	C#5	Short Guiro [EXC3]			
74	D5	Long Guiro [EXC3]			
75	D#5	Claves			
76	E5	Hi Wood Block			
77	F5	Low Wood Block			
78	F#5	MuteCuica [EXC4]			
79	G5	Open Cuica [EXC4]			
80	G#5	Mute Triangle [EXC5]			
81	A5	Open Triangle[EXC5]			
82	A#5	Shaker			
83	B5	Jingle Bell			
84	C6	Belltree			
85	C#6	Castanets			
86	D6	Mute Surdo [EXC6]			
87	D#6	Open Surdo [EXC6]			
88	E6	Slap			
89	F6	Metronome 1			
90	F#6	Metronome 2			

Notes

Blank : Same sound as "Standard Set"

[EXC] : Sounds with same EXC number are mutually exclusive

DRUM SET TABLE (MIDI CHANNEL 10)

		Program Change 26 HQ TR 808 SET Drum SET 94	Program Change 33 JAZZ SET Drum SET 95	Program Change 41 BRUSH Drum SET 96	Program Change 49 ORCHESTRA Drum SET 97
27	D#1				Closed Hi Hat
28	E1				Pedal Hi-Hat
29	F1				Open Hi Hat
30	F#1				Ride Cymbal
31	G1				
32	G#1				
33	A1				
34	A#1				
35	B1	HQ 909 BD	Jazz BD2	Jazz BD2	Concert BD 2
36	C2	HQ 808 BD	Jazz BD1	Jazz BD1	Concert BD 1
37	C#2	808 Rim shot			
38	D2	808 Snare Drum		Brush Tap	Concert SD
39	D#2			Brush Slap	Castanets
40	E2	HQ 909 Snare		Brush Swirl	Concert SD
41	F2	808 Low Tom2			Timpani F
42	F#2	808 CHH [EXC1]			Timpani F#
43	G2	808 Low Tom2			Timpani G
44	G#2	808 CHH [EXC1]			Timpani G#
45	A2	808 Mid Tom2			Timpani A
46	A#2	808 OHH [EXC1]			Timpani A#
47	B2	808 Mid Tom1			Timpani B
48	C3	808 Hi Tom2			Timpani c
49	C#3	808 Cymbal			Timpani c#
50	D3	808 HiTom1			Timpani d
51	D#3				Timpani d#
52	E3				Timpani e
53	F3				Timpani f
54	F#3				
55	G3				
56	G#3	808 Cowbell			
57	A3				Concert Cymbal2
58	A#3				
59	B3				Concert Cymbal1
60	C4				
61	C#4				
62	D4	808 High Conga			
63	D#4	808 Mid Conga			
64	E4	808 Low Conga			
65	F4				
66	F#4				
67	G4				
68	G#4				
69	A4				
70	A#4	808 Maracas			
71	B4				
72	C5				
73	C#5				
74	D5				
75	D#5	808 Claves			
76	E5				
77	F5				
78	F#5				
79	G5				
80	G#5				
81	A5				
82	A#5				
83	B5				
84	C6				
85	C#6				
86	D6				
87	D#6				
88	E6				
89	F6				
90	F#6				

28. MIDI IMPLEMENTATION CHART

MIDI MESSAGE	HEX CODE	DESCRIPTION	COMPATIBILITY
NOTE ON	9nH kk vv	Midi channel n(0-15) note ON #kk(1-127), velocity vv(1-127). vv=0 means NOTE OFF	MIDI
NOTE OFF	8nH kk vv	Midi channel n(0-15) note OFF #kk(1-127), vv is don't care.	MIDI
PITCH BEND	EnH bl bh	Pitch bend as specified by bh|bl (14 bits) Maximum swing is +/- 1 tone (power-up). Can be changed using « pitch bend sensitivity ». Center position is 00H 40H.	GM
PROGRAM CHANGE	CnH pp	Program (patch) change. Specific action on channel 10 (n=9) : select drumset. Refer to sounds / drumset list. Drumsets can be assigned to other channels (see SYSEX MIDI channel to part assign and part to rhythm allocation)	GM/GS
CHANNEL AFTERTOUCH	DnH vv	vv pressure value. Effect set using Sys. Ex. 40H 2nH 20H-26H	MIDI
MIDI RESET	FFH	Reset to power-up condition	
CTRL 00	BnH 00H cc	Bank select : Refer to sounds list. No action on drumset. cc=64 reserved for dream sound editor	GS/ FARFISA
CTRL 01	BnH 01H cc	Modulation wheel. Rate and maximum depth can be set using SYSEX	MIDI
CTRL 05	BnH 05H cc	Portamento time.	MIDI
CTRL 06	BnH 06H cc	Data entry : provides data to RPN and NRPN	MIDI
CTRL 07	BnH 07H cc	Volume (default=100)	MIDI
CTRL 10	BnH 0AH cc	Pan (default=64 center)	MIDI
CTRL 11	BnH 0BH cc	Expression (default=127)	MIDI/GM
CTRL 64	BnH 40H cc	Sustain (damper) pedal	MIDI
CTRL 65	BnH 41H cc	Portamento ON/OFF	MIDI
CTRL 66	BnH 42H cc	Sostenuto pedal	MIDI
CTRL 67	BnH 43H cc	Soft pedal	MIDI
CTRL 80	BnH 50H vv	Reverb program vv=00H to 07H (default 04H) 00H : Room1 01H : Room2 02H : Room3 03H : Hall1 04H : Hall2 05H : Plate 06H : Delay 07H : Pan delay	FARFISA
CTRL 81	BnH 51H vv	Chorus program vv=00H to 07H (default 02H) 00H : Chorus1 01H : Chorus2 02H : Chorus3 03H : Chorus4 04H : Feedback 05H : Flanger 06H : Short delay 07H : FB delay	FARFISA
CTRL 91	BnH 5BH vv	Reverb send level vv=00H to 7FH	GS
CTRL 93	BnH 5DH vv	Chorus send level vv=00H to 7FH	GS
CTRL 120	BnH 78H 00H	All sound off (abrupt stop of sound on channel n)	MIDI
CTRL 121	BnH 79H 00H	Reset all controllers	MIDI
CTRL 123	BnH 7BH 00H	All notes off	MIDI
CTRL 126	BnH 7EH 00H	Mono on	MIDI
CTRL 127	BnH 7FH 00H	Poly on (default power-up)	MIDI
CTRL CC1	BnH ccH vvH	Assignable Controller 1. cc=Controller number (0-5Fh), vv=Control value (0-7Fh). Control number (ccH) can be set on CC1 CONTROLLER NUMBER (Sys. Ex 40 1x 1F). The resulting effect is determined by CC1 controller function (Sys.Ex. 40 2x 40-4A)	GS
CTRL CC2	BnH ccH vvH	Assignable Controller 2. cc=Controller number (00h-5Fh), vv=control value (0-7Fh). Control number can be set on CC2 CONTROLLER NUMBER (Sys.Ex. 40 1x 20). The resulting effect is determined by CC2 controller function (Sys.Ex.40 2x 50-5A).	

MIDI IMPLEMENTATION CHART

MIDI MESSAGE	HEX CODE	DESCRIPTION	COMPATIBILITY
RPN 0001H	BnH 65H 00H 64H 01H 06H vv	Fine tuning in cents (vv=00 - 100, vv=40H 0, vv=7FH +100	MIDI
RPN 0002H	BnH 65H 00H 64H 02H 06H vv	Coarse tuning in half-tones (vv=00 -64, vv=40H 0, vv=7FH +64	MIDI
NRPN 0108H	BnH 63H 01H 62H 08H 06H vv	Vibrate rate modify (vv=40h-> no modif)	GS
NRPN 0109H	BnH 63H 01H 62H 09H 06H vv	Vibrate depth modify (vv=40h-> no modif)	GS
NRPN 010AH	BnN 63H 01H 62H 0AH 06H vv	Vibrate delay modify (vv=40h-> no modif)	GS
NRPN 0120H	Bnh 63H 01H 62H 20H 06H vv	TVF custoff freq modify (vv=40h-> no modif)	GS
NRPN 0121H	BnH 63H 01H 62H 21H 06H vv	TVF resonance modify (vv=40h-> no modif) GS	
NRPN 0163H	Bnh 63H 01H 62H 63H 06H vv	Env. attack time modify (vv=40h-> no modif)	GS
NRPN 0164H	BnH 63H 01H 62H 64H 06H vv	Env. decay time modify (vv=40h-> no modif)	GS
NRPN 0166H	BnH 63H 01H 62H 66H 06H vv	Env. release time modify (vv=40h-> no modif)	GS
NRPN 18rrH	BnH 63H 18H 62H rr 06H vv	Pitch coarse of drum instr. note rr in semitones (vv=40H -> no modif)	GS
NRPN 1ArrH	BnH 63H 1AH 62H rr 06H vv	Level of drum instrument note rr (vv=00 to 7FH)	GS
NRPN 1CrrH	BnH 63H 1CH 62H rr 06H vv	Pan of drum instrument note rr (40H = middle)	GS
NRPN 1DrrH	BnH 63H 1DH 62H rr 06H vv	Reverb send level of drum instrument note rr (vv=00 to 7FH)	GS
NRPN 1ErrH	BnH 63H 1EH 62H rr 06H vv	Chorus send level of drum instrument note rr (vv=00 to 7FH)	GS
Standard Sysex	F0H 7EH 7FH 09H 01H F7H	General MIDI reset	GM
Standard Sysex	F0H 7FH 7FH 04H 01H 00H ll F7H	Master volume (ll=0 to 127, default 127)	GM
SYSEX	F0H 41H 00H 42H 12H 40H 00H 00H dd dd dd dd xx F7H	Master tune (default dd= 00H 04H 00H 00H) -100.0 to +100.0 cents. Nibblized data should be used (always four bytes). For example, to tune to +100.0 cents, sent data should be 00H 07H 0EH 08H	GS
SYSEX	F0H 41H 00H 42H 12H 40H 00H 04H vv xx F7H	Master volume (default vv=7FH)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 00H 05H vv xx F7H	Master key-shift (default vv=40H, no transpose)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 00H 06H vv xx F7H	Master pan (default vv=40H, center)	
SYSEX	F0H 41H 00H 42H 12H 40H 00H 7FH 00H xx F7H	GS reset	GS
SYSEX	F0H 41H 00H 42H 12H 40 01H 10H vv1 vv2 vv3 vv4 vv5 vv6 vv7 vv8 vv9 vv10 vv11 vv12 vv13 vv14 vv15 vv16 xx F7h	Voice reserve : vv1= Part 10 (Default vv=2) vv2 to vv10 = Part 1 to 9 (Default vv=2) vv11 to vv16= Part 11 to 16 (Default vv=0)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 30H vv xx F7H	Reverb type (vv=0 to 7), default = 04H 00H : Room1 01H : Room2 02H : Room3 03H : Hall1 04H : Hall2 05H : Plate 06H : Delay 07H : Pan delay	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 31H vv xx F7H	Reverb character, default 04H	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 32H vv xx F7H	Reverb Pre-LPF, 0 to 7, default = 0	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 33H vv xx F7H	Reverb master level, default = 64	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 34H vv xx F7H	Reverb time	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 35H vv xx F7H	Reverb delay feedback. Only if reverb number=6 or 7 (delays)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 38H vv xx F7H	Chorus type (vv=0 to 7), default = 02H 00H : Chorus1 01H : Chorus2 02H : Chorus3 03H : Chorus4 04H : Feedback 05H : Flanger 06H : Short delay 07H : FB delay	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 39H vv xx F7H	Chorus Pre-LPF, 0 to 7, default = 0	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 3AH vv xx F7H	Chorus master level, default = 64	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 3BH vv xx F7H	Chorus feedback	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 3CH vv xx F7H	Chorus delay	GS

MIDI IMPLEMENTATION CHART

MIDI MESSAGE	HEX CODE	DESCRIPTION	COMPATIBILITY
SYSEX	F0H 41H 00H 42H 12H 40H 01H 3DH vv xx F7H	Chorus rate	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 3EH vv xx F7H	Chorus depth	GS
SYSEX	F0H 41H 00H 42H 12H 40H 1pH 02H nn xx F7H	MIDI channel to Part assign, p is part number (0H to FH), nn is MIDI channel (0H to FH, 10H=OFF). This SYSEX allows to assign several parts to a single MIDI channel or to mute a part. Relation between Block Number and Part number: Part MIDI channel (1 to 16) 0H 10 (DRUMS) 1H-9H 1-9 AH-FH 11-16	GS
SYSEX	F0H 41H 00H 42H 12H 40H 1pH 15H vv xx F7H	Part to rhythm allocation, p is part (0H to FH), vv is 00 (sound part) or 01 (rhythm part). This SYSEX allows a part to play sound or drumset. There is no limitation of the number of parts playing drumset. Default assignment: block 0H plays drums (default MIDI channel 10) all other parts play sound.	GS
SYSEX	F0H 41H 00H 42H 12H 40H 1pH 40H v1 v2 ... v12 xx F7H	Scale tuning, p is part (0H to FH), v1 to v12 are 12 semi-tones tuning values (C, C#, D, ... A#, B), in the range -64 (00H) 0 (40H) +63(7FH) cents. This SYSEX allows non chromatic tuning of the musical scale on a given MIDI channel. Default v1, v2, ... ,v12 = 40H, 40H,...,40H (chromatic tuning). Scale tuning has no effect if the part is assigned to a rhythm channel or if the sound played is not of chromatic type.	GS
SYSEX	F0H 41H 00H 42H 12H 40H 1pH 1AH vv xx F7H	Velocity slope from 00H to 7FH (default = 40H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 1pH 1BH vv xx F7H	Velocity offset from 00H to 7FH (default = 40H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 1pH 1FH vv xx F7H	CC1 Controller number (00-5FH) (default = 10H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 1pH 20H vv xx F7H	CC2 Controller number (00-5FH) (default = 11H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 00H vv xx F7H	Mod pitch control (-24,+24 semitone) (default = 40H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 01H vv xx F7H	Mod tvf cutoff control (default = 40H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 02H vv xx F7H	Mod Amplitude control (-100%-+100%) (default=40H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 03H vv xx F7H	Mod lfo1 rate control (default = 40H). n is don't care. Rate is common on all channels	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 04H vv xx F7H	Mod lfo1 pitch depth (0-600 cents) (default=0AH)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 05H vv xx F7H	Mod lfo1 tvf depth (default = 0H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 06H vv xx F7H	Mod lfo1 tva depth (0-100%) (default = 0H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 10H vv xx F7H	Bend pitch control (-24,+24 semitone) (default = 42H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 11H vv xx F7H	Bend tvf cutoff control (default = 40H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 12H vv xx F7H	Bend Amplitude control (-100%-+100%) (default=40H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 14H vv xx F7H	Bend lfo1 pitch depth (0-600 cents) (default=0AH)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 15H vv xx F7H	Bend lfo1 tvf depth (default = 0H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 16H vv xx F7H	Bend lfo1 tva depth (0-100%) (default = 0H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 20H vv xx F7H	CAF pitch control (-24,+24 semitone) (default = 40H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 21H vv xx F7H	CAF tvf cutoff control (default = 40H)	GS

MIDI IMPLEMENTATION CHART

MIDI MESSAGE	HEX CODE	DESCRIPTION	COMPA TIBI- LITY
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 22H vv xx F7H	CAF Amplitude control (-100%-+100%) (default=40H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 24H vv xx F7H	CAF lfo1 pitch depth (0-600 cents) (default=0AH)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 25H vv xx F7H	CAF lfo1 tvf depth (default = 0H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 26H vv xx F7H	CAF lfo1 tva depth (0-100%) (default = 0H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 40H vv xx F7H	CC1 pitch control (-24,+24 semitone) (default = 40H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 41H vv xx F7H	CC1 tvf cutoff control (default = 40H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 42H vv xx F7H	CC1 Amplitude control (-100%-+100%) (default=40H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 44H vv xx F7H	CC1 lfo1 pitch depth (0-600 cents) (default=0AH)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 45H vv xx F7H	CC1 lfo1 tvf depth (default = 0H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 46H vv xx F7H	CC1 lfo1 tva depth (0-100%) (default = 0H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 50H vv xx F7H	CC2 pitch control (-24,+24 semitone) (default = 40H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 51H vv xx F7H	CC2 tvf cutoff control (default = 40H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 52H vv xx F7H	CC2 Amplitude control (-100%-+100%) (default=40H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 54H vv xx F7H	CC2 lfo1 pitch depth (0-600 cents) (default=0AH)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 55H vv xx F7H	CC2 lfo1 tvf depth (default = 0H)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 56H vv xx F7H	CC2 lfo1 tva depth (0-100%) (default = 0H)	GS

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• otras es decir: • andere gelegenheid: • altro e cioè: _____ ☐

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Propagandastand eines Warenhauses • en demonstración
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at friends/relatives • dans la maison d'un ami/d'un parent
• im Hause von Freuden/Verwandten • en casa de amigos/parientes
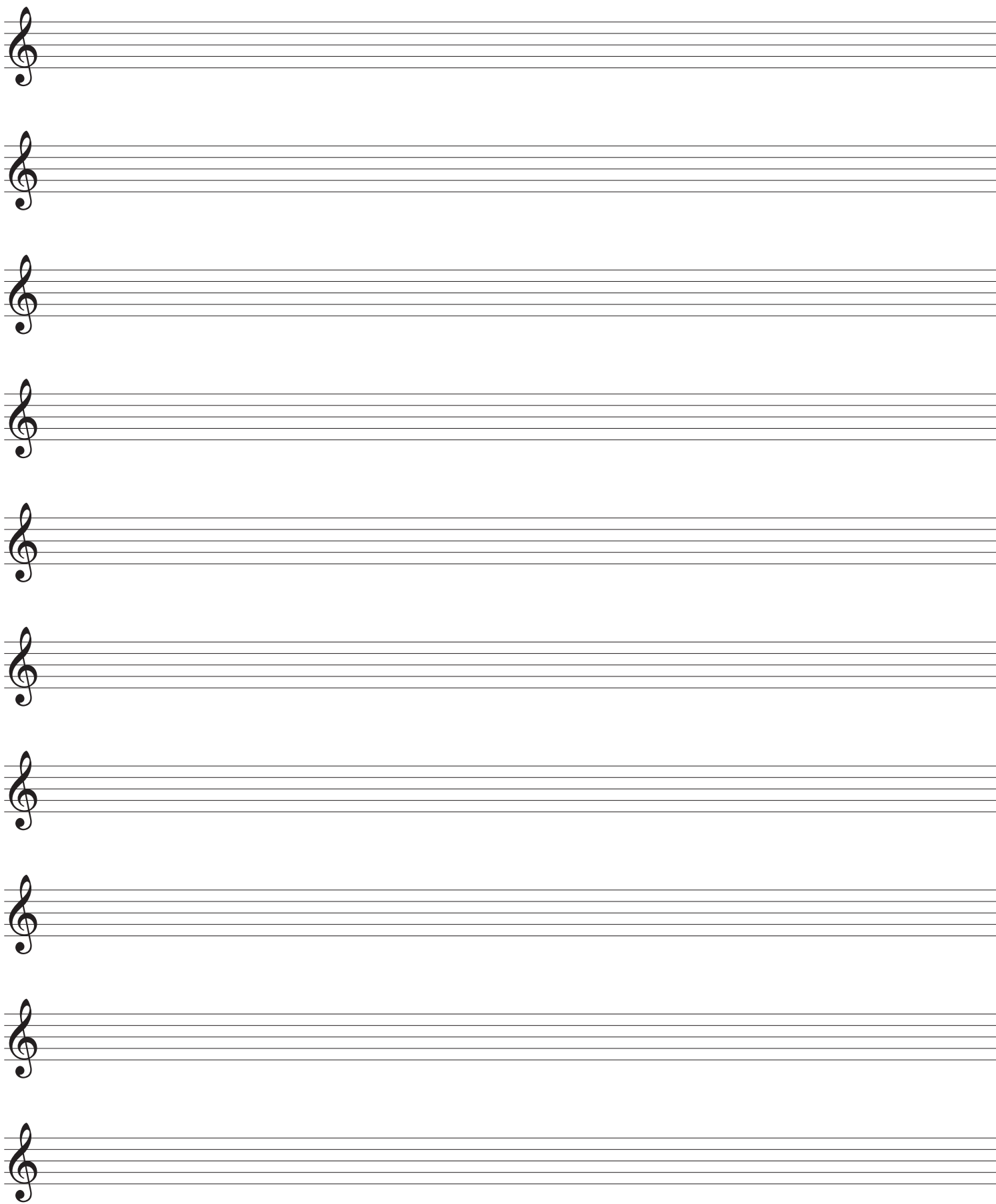• bij vrienden/bekenden • in casa di amici/parenti _____ ☐

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